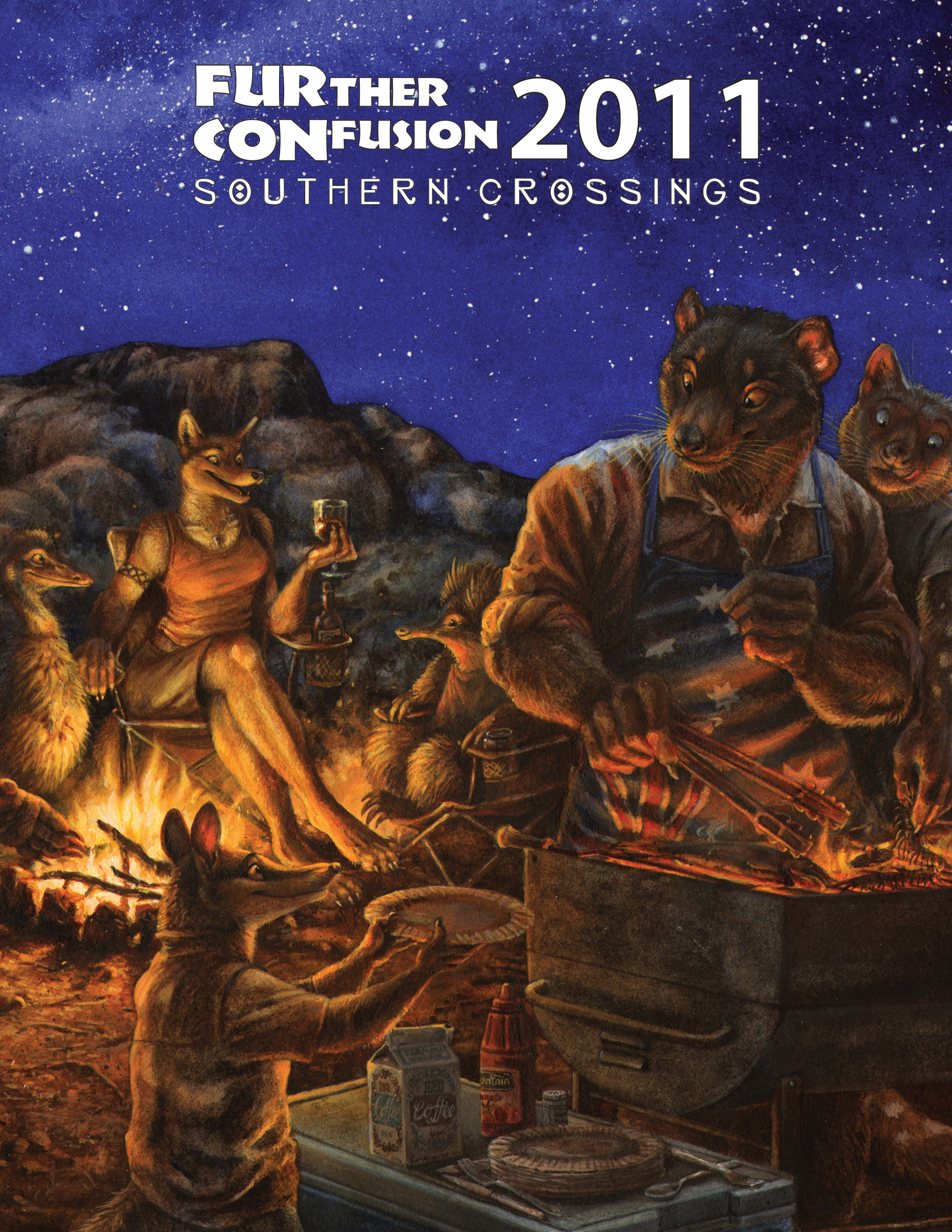
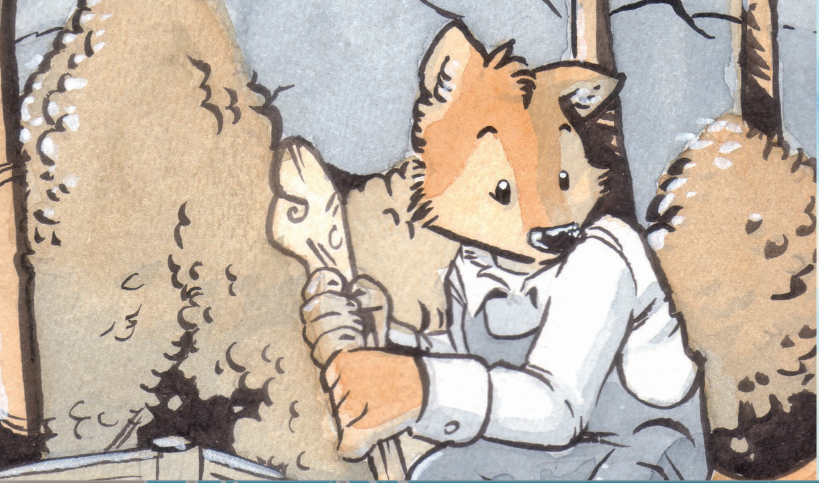
FURther CONfusion 2011

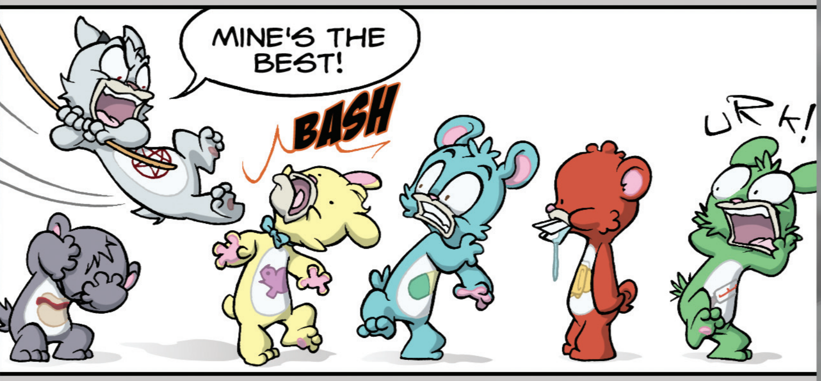
SOUTHERN CROSSINGS


Coffee
Coffee
Fountain



FURTHER CONFUSION

Complete images are presented throughout the program book


MINE'S THE BEST!
BASH
URK!

2011 JANUARY 13-17

ERN CROSSINGS

THE FAIRMONT HOTEL
SAN JOSE, CALIFORNIA

TABLE OF CONTENTS

FURTHER CONFUSION

A Message From Our Chair 3
Attendee Code of Conduct 5
Badge-Art Showcase 21
Further Confusion 2011 Staff 28
Further Confusion Patrons and Sponsors 54
A Letter From the Board 56

GUEST-OF-HONOR PROFILES

Blotch 8
Paul Kidd 9

EVENTS

AAE and Variety Track 12
Art Track 12
Fursuit Track 13
Gaming Track 14
Music Track 15
Puppetry Track 16
Science Track 16
Social Track 16
Species Track 18
Spirituality Track 19
Writing Track 19
Our Illustrious Panelists 20

FICTION

"Skins" by Bill "Hafoc" Rogers 23
flankers-tale.com

"Tribes at War" by Bradley Cohen 33

Excerpt from *Red Sails in the Fallout* by Paul Kidd 37
Presented with kind permission of Wizards of the Coast
kitsunepress.purehubris.com • wizards.com

Excerpt from *Across Thin Ice* by Blotch 45
Presented with kind permission of Sofawolf Press
blotchinc.com • sofawolf.com

ILLUSTRATIONS

Cover art by Blotch
blotchinc.com

"Shepherd" by Mitti 4
furaffinity.net/user/touchmybadger/

"The Easter Island" by JC 7
jcdump.com

"Walkabout" by Silent Ravyn 10
furaffinity.net/user/silentravyn/

"Bear Nuts" by Acton 11
bearnutscomic.com

"Friends" by Ri'en Karrot 14
furaffinity.net/user/rienkarrot/

"Tasmanian Tiger" by Blotch 15
blotchinc.com

"Australian Adventure!" by Adriana Alexis Perez 16
furaffinity.net/user/zebrawolf

"Legend of the Rainbow Serpent" by Blotch 22
blotchinc.com

"Rose in the Desert" by Smudge 27
furaffinity.net/user/smudge/

"Didgeridoo Dingo" by Krahnos 32
furaffiinity.net/user/krahnos/

"Outback Rat" by Truro the Lost 36
truro.deviantart.com

"Ready to Serve" by Baron Engel 41
furaffinity.net/user/baroncoon/

The Further Confusion Program Book is a production of Anthropomorphic Arts and Education, 105 Serra Way PMB 236, Milpitas, CA 95035. Web site: http://www.furtherconfusion.org/.

This compilation is © 2011 Anthropomorphic Arts and Education. All Rights Reserved. Reproduction in whole or in part of any text or illustration in this publication via any means without written permission from the artist, author, or holder of the copyright in question is strictly prohibited. All works contained herein have been reproduced with the permission of the artist, author, or holder of the copyright. This publication is meant as a single item and is not to be unbound for sale. Printed in the U.S.A. © 2011

A Message From Our Chair

Hello and welcome to Further Confusion 2011!

As the lucky polar bear chosen to be chairman for this year, it is my great pleasure to welcome you all to the thirteenth edition of our little get-together. Both my Vice Chair and I are excited to have you all come together once again to create the most remarkable furry experience ever. This convention is all about you; without your energy, creativity, and sharing of your talents and enthusiasm, it would be nothing. So, thank *you* for making this such an amazing gathering of the furs.

A bit about me: I first came to FC in 2005 as an attendee. It was my first-ever furry convention, and it blew me away. I knew right away that I had to help out in some way. I spent the next five years managing the computers used in our Internet Lounge and Registration. Working for FC with a great group of people and helping to bring such a joyful experience to so many has been one of the most rewarding experiences of my life. Last year the position of Vice Chair was offered to me and I jumped at it.

Our original chairman is in the military and has been deployed to parts unknown, which is why I now have the pleasure of addressing you as Chairman. Please join the staff and me in wishing our original chairman, and all of our military furs, the best possible outcome of their service.

Further Confusion doesn't happen overnight—it takes a lot of time, energy, and expertise to make this all happen. There is no way one fuzzy old bear could pull it all together. I am fortunate to have an awesome staff who have given their best efforts all through the year to ensure your experience here will be all you hope for and more. I can't thank them enough for all their hard work.

So in closing, let me wish you all the best in your experience here. Enjoy, mix, mingle, laugh, renew old friendships, make new ones. In short, *have furry fun* and keep those tails wagging!

Bear hugs! ☼

—Berg Churchill, Chairman
Further Confusion 2011

Events

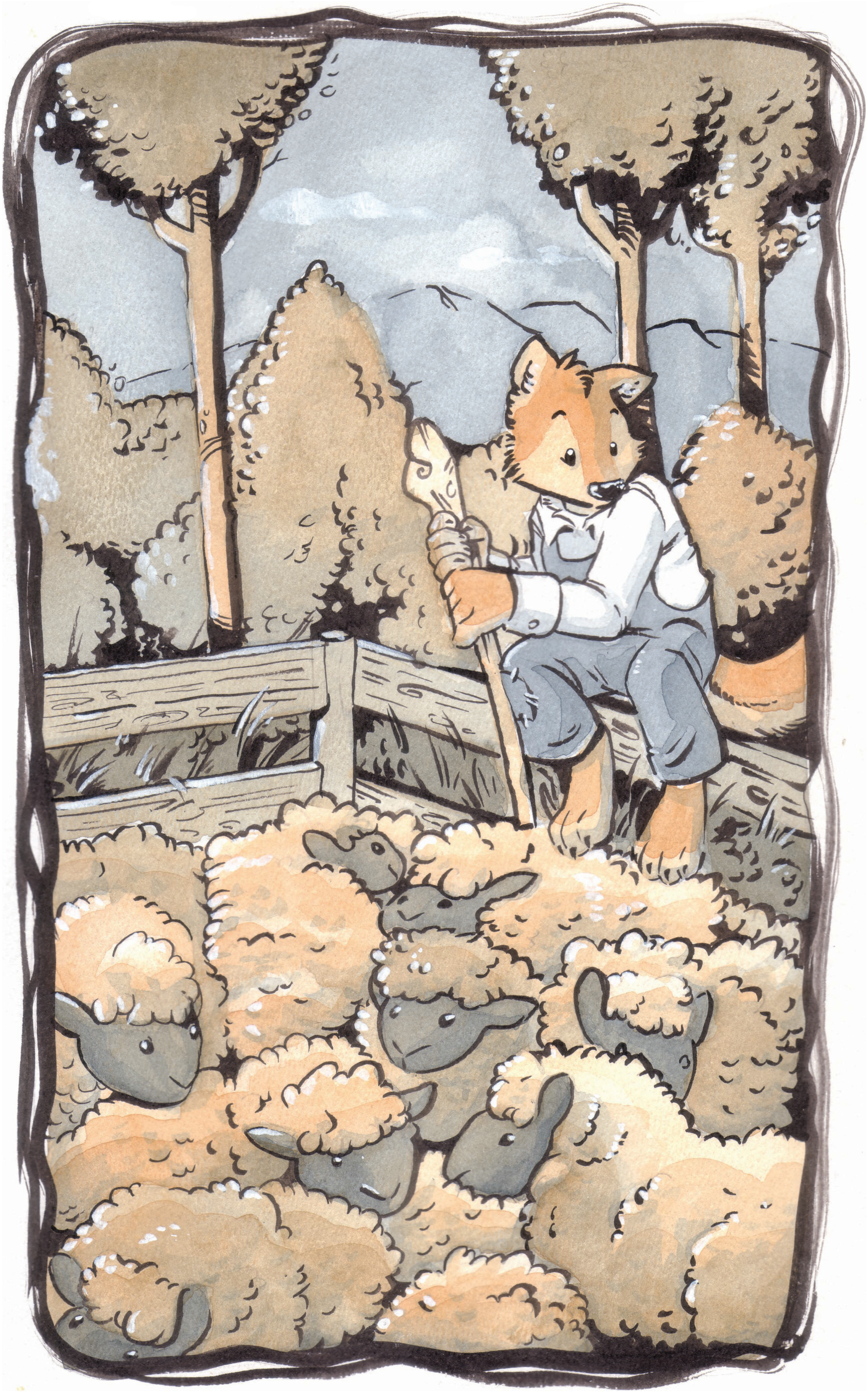
- Search the official schedule
- Announce parties and gatherings
- Create your own agenda
- Share events on Twitter

People

- Put up a personal profile
- Upload pictures and photos
- Post contact info for friends
- Get it on the go with your smartphone

http://my.furcon.org

Brought to you by Furspots.com



ATTENDEE CODE OF CONDUCT

Further Confusion strives to give as many people as possible a fun time. Most of the convention is for general audiences (young teens or older). We will mark clearly the few areas and events which may exceed a general-audience rating. At registration you may choose to sign an age statement stating that you are eighteen years of age or older. If you choose not to sign this statement, or are not eighteen years of age or older, your badge will be marked and you will be allowed admittance only to those areas or events that are for a general audience. Please be prepared to show your badge at any time you need access to convention space or events—it identifies you as a fully-paid attendee of the convention.

Further Confusion likes to hold itself out as a professional convention. We also hope that each attendee enjoys the fun that our wide-ranging community can provide. Please consider how your actions reflect on the convention and how they may impact or affect others. We take pride in our appearance and we want you to as well, whilst still having fun. To this effect, if the convention becomes aware of any of our attendees engaging in illegal activities, either in convention space or in private hotel rooms, we will be forced to inform the proper authorities.

Keep in mind that there are always other guests of the hotel, especially on the first floor and lobby areas. Offending the hotel's other guests is inappropriate. Impressing them with how much fun and enthusiasm we have for our fandom *is* appropriate. What you consider to be acceptable behavior may not be so for others. Consideration of others is the hallmark of a mature individual and a healthy fandom. We encourage that courtesy from all participants in our community.

Safety and security matters are generally handled by FLARE, who are a group of experienced individuals used by Further Confusion and other conventions. FLARE can be contacted through Convention Operations (see below) or by asking any of the convention staff. FLARE may ask you to stop an activity or to move it to a private room. Repeat offenders may even be required to return their badges and to leave the convention premises. We ask our attendees always to comply with FLARE's requests promptly. If you feel that FLARE has made an unfair request, or has not dealt with you in a fair manner, you may bring this up at a later time with the convention chair or vice-chair.

COSTUMES AND CLOTHING

Use your common sense in public areas. If you have to ask or think twice about doing it in public, take it to your room. For example, kissing and holding hands, regardless of sexual orientation, are fine. Groping, tongue battles, and nudity, regardless of sexual orientation, are not. While collars and leashes may be worn discreetly, blatant displays of bondage or BDSM in public may result in FLARE asking you to return your badge. No costume is no costume: We ask you to wear at least a shirt, shorts, and shoes in public areas of the hotel.

Body painters should keep shirts handy at all times in case they need to pass through the lobby or other areas that the hotel's other guests might frequent. Additionally, if you are wearing body paint of any kind, please refrain from sitting on hotel furniture. Similarly, the lobby and hotel furniture is *not* the proper place for decorating someone as a tiger. We have a Creator's Lounge that may be used for impromptu makeup demonstrations. Public exposure of genitalia, buttocks or (female) breasts is not permitted. As a rule, a minimum of a non-thong bathing suit must be worn at all times in public areas. "Anatomically correct" costumes must be likewise clothed.

HARASSMENT AND ASSAULT

No means *no.* Stop means *stop.* Go away means *go away.* If someone won't understand these simple rules, contact a member of FLARE. They have the power to remove an attendee's badge for not following these commands. Harassment is any behavior that intentionally annoys or alarms another person. This includes unwanted physical contact, following someone in a public area without a legitimate reason, or threatening physical violence. Offenders may lose their badges and the matter may be referred to the proper law enforcement authorities. If you are being harassed, immediately contact FLARE, through a nearby staff member or by phoning Convention Operations from any hotel phone and asking for FLARE. Convention Operations' phone number is in the pocket program or you can dial 0 and ask for Further Confusion Convention Operations.

BUYING AND SELLING

Further Confusion has two main areas where merchandise and services are sold—the Dealer's Room and the Furry Market Place. Anyone who receives payment for goods or services (such as body painting, massage, etc.) in convention space must comply with all the convention's rules regarding this. The Dealer's Room Rules apply in this situation, regardless of the location, and vendors must ensure they have proper California Sales Tax IDs.

If anyone wishes to request payment for goods or services and to donate the proceeds to charity, Further Confusion must be informed of this ahead of time to allow for the convention to organize the correct tax reporting.

Further Confusion takes very seriously its legal obligations in this area. Any solicitation for payment at the convention that does not comply with these obligations may result in the offender losing their badge and being required to return all payments.

ATTENDEE CODE OF CONDUCT

PARTIES, ALCOHOL, & ZERO DRUG TOLERANCE

Further Confusion does not tolerate serving of alcohol to minors. If you are hosting a party where alcohol is being served, it is your responsibility as host to ensure that the age of anyone drinking alcohol is checked. You should also designate someone not to drink, so that there is a fully competent person present to deal with any emergencies that might arise.

Further Confusion *does not* tolerate the use of illegal substances. The violation of the above rules could subject you to the immediate loss of your badge and convention privileges and referral of the matter to other authorities.

WATER PISTOLS, SILLY STRING, & WEAPONS

Due to the potential damage to property, water guns, silly string and the like are prohibited in public areas of the hotel or convention space.

If it looks like a real gun in any way, shape, or form, it should not be brought to the convention. The State of California has recently instituted new state laws regarding replica weapons.

There should be no "live" steel or whips being wielded in any area of the convention. If a bladed weapon or whip is part of your costume, please have it peace-bonded. This can be done at the FLARE Base at any time. If you kill it, you have to eat it!

PHOTOGRAPHY AND VIDEO

Further Confusion wants you to have great memories from a fantastic convention. Photographs and videotape footage by attendees are generally allowed in all common areas of the convention with the exception of the Art Show. Specific rules regarding these matters may exist for selected events. Please consult the program guide at the convention for information relating to specific events. Flash photography will be allowed at the Masquerade.

When photographing or videotaping individuals or costumes, please use common courtesy and ask before photographing them. Please respect their rights if they do not wish to be photographed or videotaped. If someone asks or otherwise indicates (remember many folks in costume do not speak) that they do not wish to be photographed, *do not photograph them*!

Photography or videography for the purpose of sale or publication to the press is expressly forbidden unless written permission has been obtained from AAE, Inc. in accordance with its press policy. Individuals may take pictures and videotapes for private viewing or sharing with friends. We ask our attendees to be courteous to those they wish to take pictures of, especially if you wish to place those pictures or video clips onto a personal Web page or similar Internet archive. In this case, please ask your subjects for their explicit permission to do this.

Attendees should be aware that footage gathered by staff members in public areas of the convention, including events and panels, may be used in a highlights tape and that attendees may appear in that tape without compensation. As mentioned above, please consult the pocket program guide for specific video, audio, and photography restrictions for specific events. Further Confusion will require a release only for footage that is obtained in areas that are not fully public (i.e., private functions and personal interviews).

These rules apply to all attendees (dealers, guests, or any level of regular membership). All members of the press and staff will conform to Further Confusion's press policy and we encourage attendees to become familiar with those rules as well.

IF YOU NEED ASSISTANCE

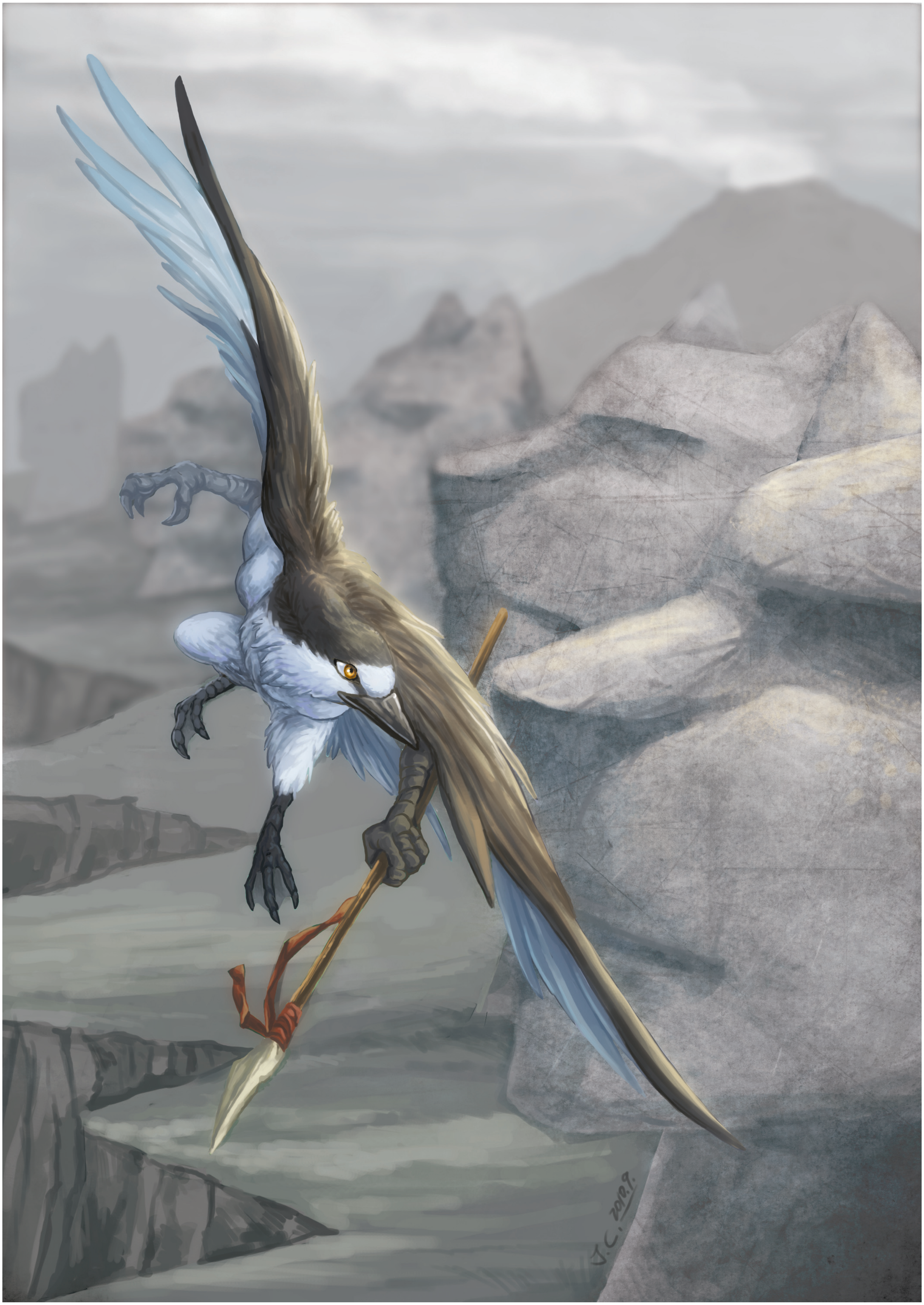
Further Confusion has a Convention Operations room, which is staffed night and day throughout the convention. One of their roles is to assist you if you have any problems whilst at the convention. You can find their location and phone number in the pocket program, or you can dial 0 on any internal hotel phone and ask for Further Confusion Convention Operations; they will be happy to help you in any way they can. Remember, we cannot address a problem unless we know about it.

If Convention Operations cannot assist you directly, they will have someone contact you who should be able to. For less urgent matters messages may be left with Convention Operations to be forwarded to executive staff, although it is not usually possible to pass messages on to non-executive staff. As with all messages left with Con Ops, please remember to give details of how, when, and where the recipient can contact you.

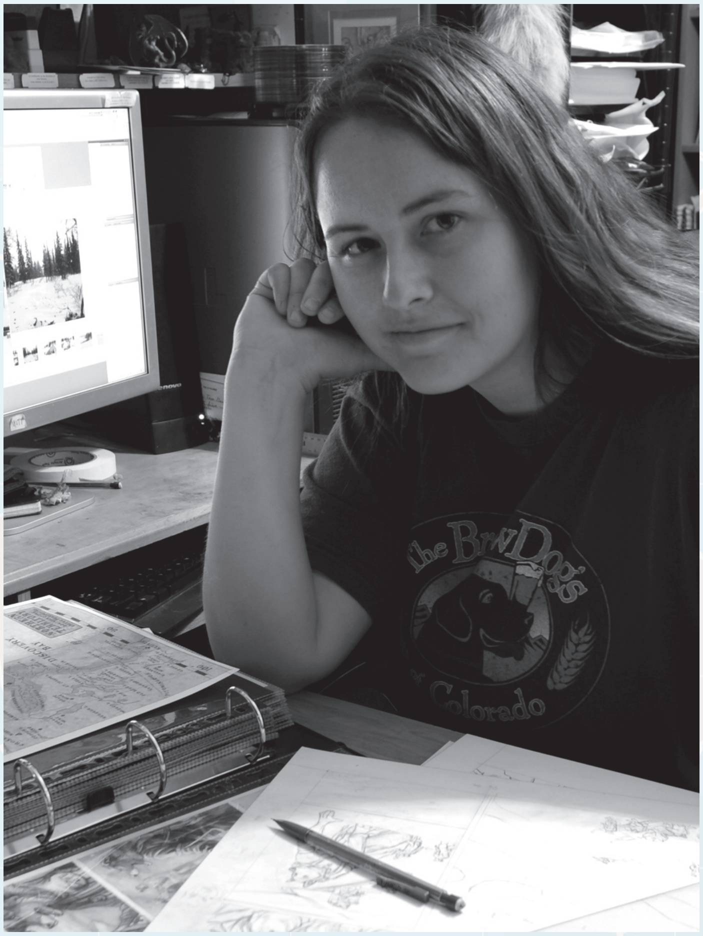
Further Confusion has a large staff to handle most aspects of the running of the convention. This allows the Chair and Vice Chair to remain available to talk about any comments or concerns that our attendees bring to them. If you see them around the corridors, feel free to speak to them—even if they appear harried, ensuring our attendees have a good time is one of their primary roles! If you need to contact the convention chair or vice-chair at any other time, you can do this by leaving a message for them at Convention Operations.

HAVE A FUN AND SAFE CON!

If you have questions or comments regarding Further Confusion policies, please send email to *info@furtherconfusion.org*. ☼


J.C. 2010.9.

GUESTS OF HONOR: BLOTCH

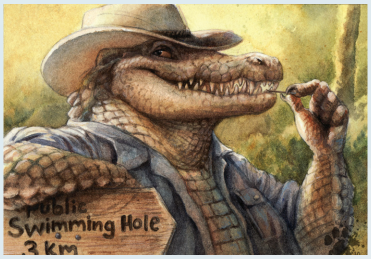


"BLOTCH" ACTUALLY IS the collaborative efforts between Tess Garman (a.k.a. Kenket) and Teagan Gavet (a.k.a. BlackTeagan), with one sketching and the other painting. They work mostly in traditional media, slaves to the good ol'-fashioned pencil, paper, and paint. Tess Garman (the painting half) has a degree in natural history and scientific illustration, while Teagan Gavet (the sketching half) has a background in animation and character design.

Together over the last five years, they have worked on a wide range of projects in the fandom, including calendars, card decks, book covers, illustrations, and comics. Their first comic, *Dog's Days of Summer,* was set on a fictional beach in Australia. Each week, a new segment of the comic was drawn and posted based on readers' votes on how the story should unfold.

These days, the Blotch team are hard at work on their newest graphic novel endeavor, *The Nordguard.* The comic trilogy, set in eastern Canada at the turn of the twentieth century, follows a team of sled dogs during their dangerous journey northward on an ill-fated rescue mission. Bandits, thin ice, and inclement weather they can handle—it's what they don't know about their mission that can kill them. The first book, titled *Across Thin Ice,* is set to be released in full color later in 2011 from Sofawolf Press.

For more information about *The Nordguard,* please visit the project Web site at *nordguard.com.*



GUEST OF HONOR: PAUL KIDD

ORIGINALLY SPAWNED IN the Precambrian era, Paul was forced to evolve when the Burgess shale creatures petitioned for him to go away and stop bugging them. He then moved onto land, made a small hut out of trilobite husks, and composed over three hundred symphonies—most of them performed by throwing rocks at the Burgess shale creatures.

Having a deep affinity with bugs, Paul later declared himself to be lord of all cockroaches, and tried to start a boy-band composed entirely of millipedes and velvet worms. Their first three albums met with minimal success. Deciding to wait for more complex life forms to evolve, Paul began chasing various animals with a stick until dinosaurs and reptilian mammals finally grew organised enough to ask him to stop.

The next few aeons passed in a blur—mostly due to the Koolosuchus community's invention of "scrumpy". There is a vague blur of notes in his diary—mostly concerning recipes for lemur. He does not seem to have made any clear notes until somewhere in the nineteenth century, when he invented the walrus moustache in an attempt to allow insane British generals to feed themselves by straining krill from the oceans. His strenuous efforts during World War 1 were largely ignored by the public, who found his proposed plan to outflank the Kaiser by sending an expedition underneath the North Pole both bewildering and futile. They were laughing on the other side of their faces, however, when the tunnel allowed an elite team of drunken Koolosuchi and Burgess shale creatures to erupt into the Kaiser's HQ and steal all the food out of his fridge. The Kaiser was forced to spend the rest of the war living on krill he strained out of the Baltic with his moustache—an irony that is said to have left Mr Kidd quite bitter and extremely testy.

Between the wars, Kidd was a gun runner, smuggling war surplus machine guns to a school of turbots based somewhere off the Grand Banks. They paid him largely in cod roe—which, once they hatched, gave Kidd a soulless army of rabid cod the likes of which the world has never seen.

Kidd spends much of his time training his cod army for world domination. He also brews unsavoury scrumpy, which he drinks in the company of a variety of extinct wildlife.

He has never been *officially* romantically linked with any member of the Albainan royal family.

PAUL KIDD HAS SPENT HIS entire life as a professional writer. He has designed countless computer games, written comic book series, and has published oodles of novels. His amusing 'about the author' section jobs from his far past include being a cavalryman, and also a vampire cowboy. His is an avid rpg player and designer, with a 'special love' for female were rats and lizard girls. He also has a thing about bugs. . . .

If you see an immense weird costume trundle past you at an Australian convention, it is fair odds that Paul will be inside it.

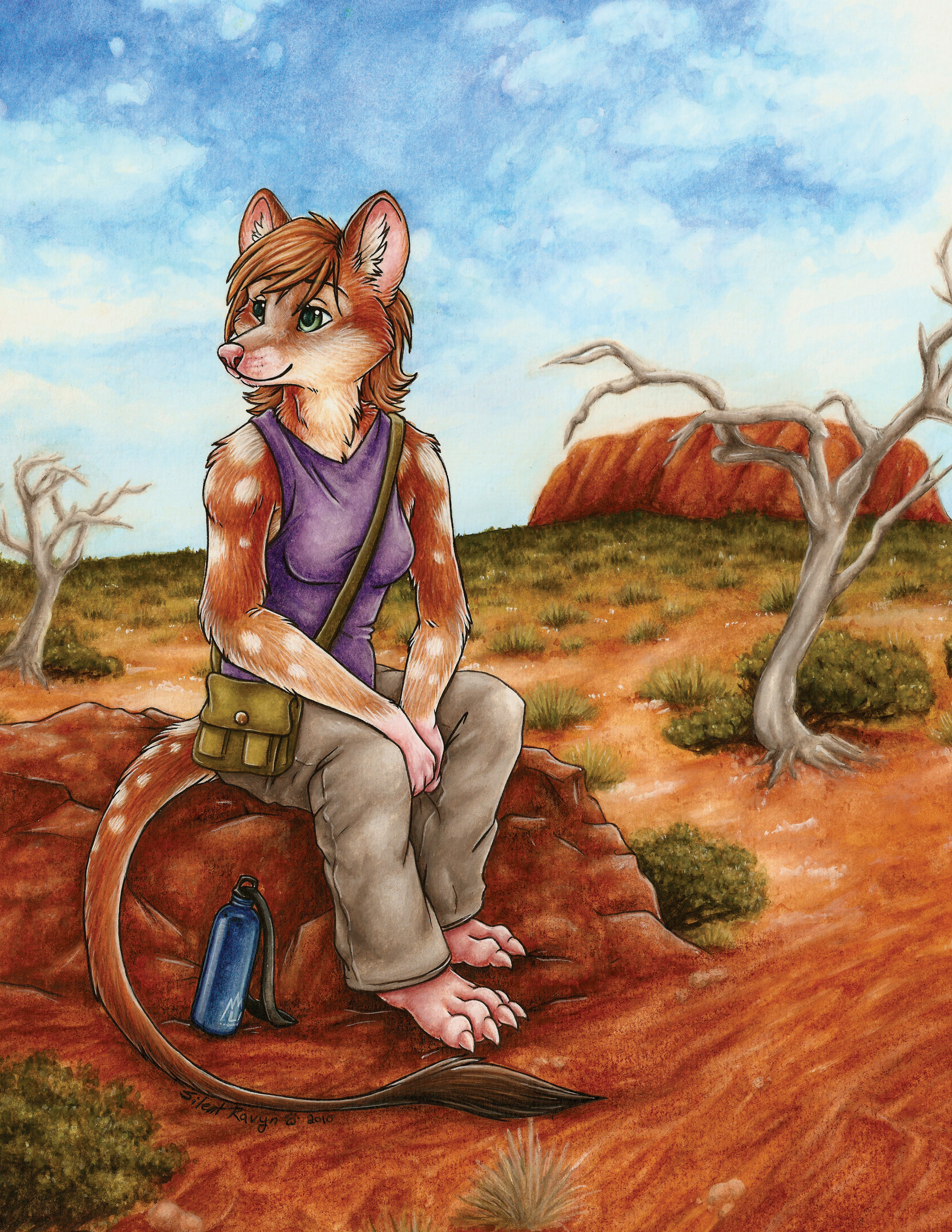
His addiction to girlie art of foxes, mice and gals in glasses is legendary.

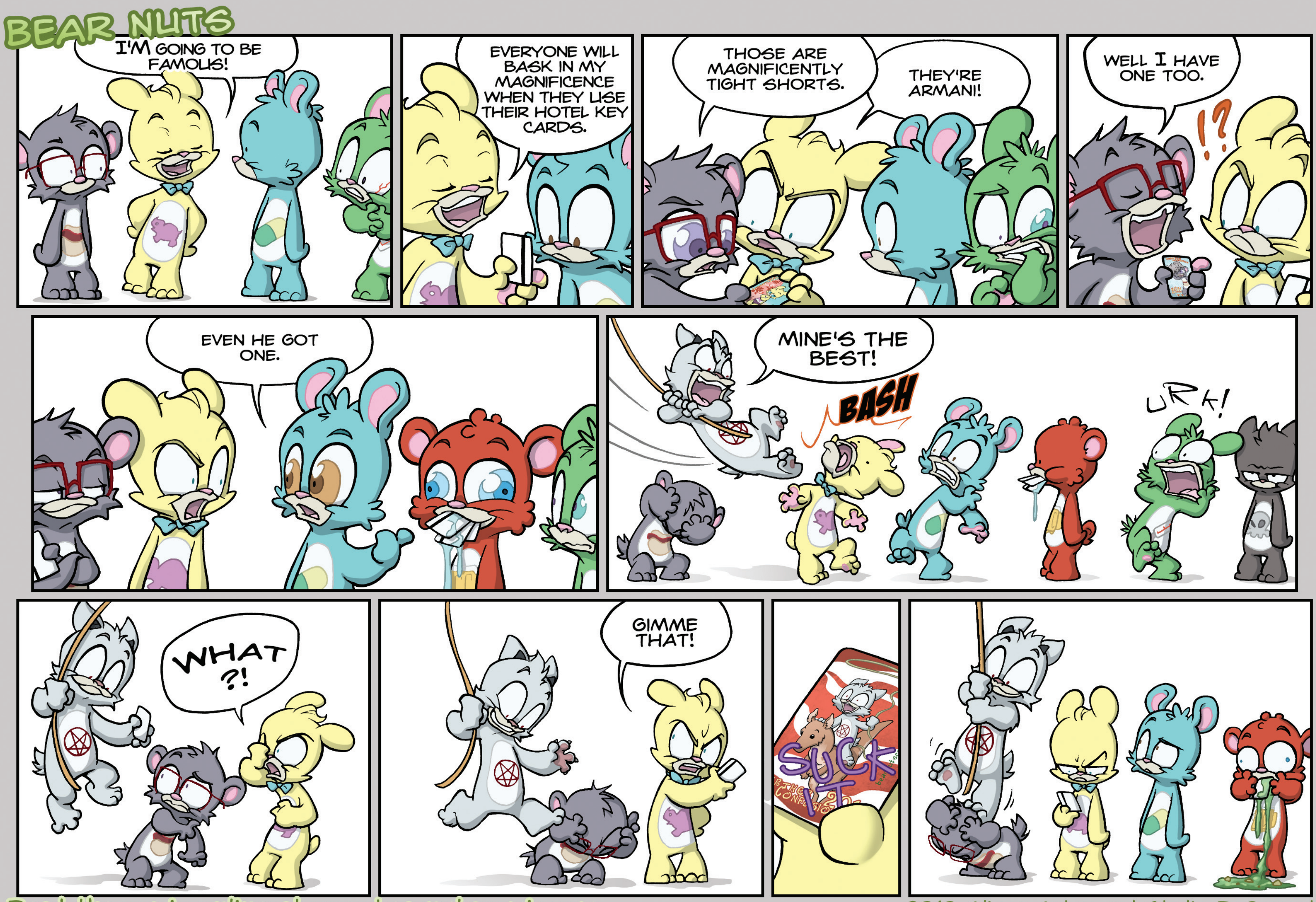
Furry-wise, Paul was one of the foundation furry fans from waaay back in the faraway time of the 1980s. He is the author of the original *Albedo* role-playing game, and the *Lace & Steel* role-playing game. He wrote the *Fangs of K'aath* comic-book series, the *Tank Vixens* comic-book series, the *Cyberkitties* comic-book series and swarms of shorter comic stories and one-shot comics.

Paul's furry-themed novels out there in print include *Mus of Kerbridge, A Whisper of Wings, Fangs of K'aath, Fangs of K'aath 2: Warriors of Light, Forgotten Realms: The Council of Blades, Greyhawk: White Plume Mountain, Greyhawk: Descent Into the Depths of the Earth, Greyhawk: Queen of the Demonweb Pits, Fey, Petal Storm,* and *Dreamscape.*

. . . And coming in early 2011 from Wizards of the Coast is *Gamma World: Red Sails in the Fallout,* starring a colourful menagerie of mutant critters!

You can find a bunch of these novels at kitsunepress.purehubris.com. ❊


Silent Ravyn 2010


BEAR NUTS
I'M GOING TO BE FAMOUS!
EVERYONE WILL BASK IN MY MAGNIFICENCE WHEN THEY USE THEIR HOTEL KEY CARDS.
THOSE ARE MAGNIFICENTLY TIGHT SHORTS.
THEY'RE ARMANI!
WELL I HAVE ONE TOO.
!?
EVEN HE GOT ONE.
MINE'S THE BEST!
BASH
URK!
WHAT ?!
GIMME THAT!
SUCK IT

Read the comic online at www.bearnutscomic.com

2010 Alison Acton and Studio DoOomcat

AAE & VARIETY TRACK

AAE Public Meeting Anthropomorphic Arts and Education, the non-profit agency hosting FC, will hold its annual public meeting at the convention on Sunday.

Hiss and Purr Come and tell us what you think about Further Confusion 2011! What did we do right? What could we improve on? Let us know that we can make Further Confusion a better and more relevant convention for you in the years to come!

Kaffeeklatch With Blotch Want to meet Blotch in a small, informal group over a cup of coffee or tea? Here's your chance. Space is limited to about a dozen fans, so sign up early—first come, first served—at the Information Desk or Con Ops.

Kaffeeklatch With Paul Kidd Want to meet Paul Kidd in a small, informal group over a cup of coffee or tea? Here's your chance. Space is limited to about a dozen fans, so sign up early—first come, first served—at the Information Desk or Con Ops.

Opening Ceremonies Join the FC 2011 staff to kick off the convention with our Opening Ceremonies Celebration!

Free Range Chicken

Ruffled Feathers EATERY

Family Owned and Operated

200 S. 1st Street • (408) 280-7220
www.rfeatery.com

Free Drink for Furries!*

Rotisserie Chicken, Salads, Pita Wraps, Pizza, Pasta, Sides and a Dessert Bar!

We look expensive but really we just have good taste. Everything is under $9!

* With Purchase of a Meal

Delicious, Nutritious and Affordable Food

ART TRACK

ART TRACK

Acrylic Technique Hibbary provides a demonstration of her acrylic painting techniques, supplemented with a discussion of color theory and how to apply it.

Art is your Business Bunnywarez co-owners Jovino and M discuss the practicalities and pitfalls associated with starting up your own business based on your creative works.

Art with an Audience Jansen Tamiia hosts this technical how-to about using online live streaming services to broadcast your artistic process to an Internet audience.

Colored Pencil and Marker Workshop Reprising her excellent traditional-media panel from Futher Confusions past, Wolfnymph demonstrates the use of colored pencils and markers.

Digital Coloring for Art Desperados Mitti of Touch My Badger Illustrations walks you through digital inking and coloring in both Photoshop and SAI. Learn two different coloring techniques, oodles of tips and tricks along the way, and maybe a terrible joke or two. Bring your laptop if you have one to follow along step by step. Bring a reference of your character too—yours might get picked to be the example Mitti draws!

Digital Dragon Art Christine "Meradragon" Knopp presents a demonstration on fantasy artwork focusing on her spectacular dragons. The demonstration will focus on the use of Photoshop for digital coloring and painting with the use of a tablet.

Digital Painting: Theory & Technique Watch Kamui walk through the process of sketching, composing, painting, and finishing an image! Learn to use color, form, light, and texture in Photoshop or real media more effectively!

Fur Done Right Myenia, the co-creator of the popular Werewolf Calendar, gives a straightforward how-to on rendering fur using digital painting techniques.

Laser Fabrication for Artists Come and learn more about laser etching, engraving, and fabrication from the fine folks at Monoceros Media. Learn about the processes and equipment necessary for artists and hobbyists to effectively add a little laser magic to their creative arsenal.

Life-Drawing Studio Bring your sketchbook and settle in for a life-model session with Ken-Jo. Poses will be timed incrementally, starting with thirty-second gestural studies and closing with twenty-minute extended poses. Due to the mature nature of this life-drawing studio session, adults only, please.

Merch It Like You Mean It When it comes to turning your artwork into money, there's more to life than badges and commissions. There's a whole universe of options available to turn your artwork into merchandise that you can sell at cons and online. Let's explore it together.

ART TRACK

***Nordgard:* Blotch on the Art of the Graphic Novel** Join our guests of honor for a conversation on the techniques used in visual storytelling, focusing on the production of the *Nordgard* graphic novel series, their recent adventures in Twenty-Four-Hour-Comic Day, and the specific challenges that it presented.

Print Workshop Learn how to take your prints to the next level with this hands-on discussion of printable media and printing options. Join the fine folks from Monoceros Media as they present media samples for you to examine. They also will answer questions you might have about preparing your artwork for high-quality printing and the various media options available when it comes time to produce prints.

Storyboarding for Animation Join Llyn Hunter for a lecture on the storyboarding process for cartoon animation. An accomplished storyboard artist, Llyn has worked on classic animated shows such as *Darkwing Duck, Bonkers, Animaniacs, Pinky and the Brain, Woody Woodpecker, Baby Loony Toons,* and many others! You can see her current work at http://llynhunter.blogspot.com/

Visual Storytelling with Paul Kidd Join guest of honor Paul Kidd for a wide-ranging discussion on writing for comics and film, and all the perils and rewards that go with it. Subjects include staying alive and staying sane, and how to stay furry while still being a professional.

Watercolor Process with Blotch Come join our talented guests of honor Blotch for demonstration, instruction, and discussion of their approach in using watercolor techniques in anthropomorphic art. This discussion and demonstration will allow you to learn a few great technicques from a couple of the most talented artists out there.

Webcomics Roundtable Join the creators of several top-tier furry webcomics for a roundtable discussion of everything pertaining to the fine art of visual storytelling online.

Wild Figure Drawing A Join us as we focus on imaginative, non-adult figure drawing using the convention's theme to create artwork utilizing live models, both in and out of fursuits. A brief intro to gesture and contour-line drawing styles is included at the beginning of the panel. All skill levels are welcome!

Wild Figure Drawing B A continuation of Wild Figure Drawing A, we continue to explore the areas of imaginative figure drawing utilizing live models. A brief intro to gesture and contour-line drawing styles is included in the beginning of the panel and all skill levels are welcome!

Wings with Vantid and Nambroth Vantid and Nambroth reprise their popular panel on the art of drawing anatomically accurate wings and incorporating them into fantasy art.

FURSUIT TRACK

FURSUIT TRACK

Advanced Bodysuit Construction A follow-up to our introductory session, Fursuiting 101, with more focus on the creation of fursuit bodies. This session will cover more challenging aspects of design such as digitigrade legs, padding, muscle suits, and non-traditional body shapes!

Advanced Head Construction This session is geared more towards costumers who want to hone their skills after constructing their first costumes. We will talk about advanced techniques such as airbrushing, casting, latex, fiberglass and more. We'll also cover techniques to keep your character on model as you go from 2D to 3D.

Basic Head Construction Where do you start when designing and crafting a fursuit head? Come to this informative session on the basics of materials, design, and construction to help get you started on your first time project!

Critterlympics Back again, Critterlympics sics costume against costume in a test of skill and endurance!

Exotic Materials and Safety Interested in learning about the safe use and handling of unusual materials for costume construction? Come to this session for an in-depth look at various exotic materials, their uses, and safety concerns for costumers.

Fursuit Parade Come and join us for the tradition of the Saturday-afternoon Fursuit Parade, where the costumes come to you! Come and cheer on our costumers as they wind through the convention to show you, our guests, their fantastic creations!

Fursuit Performance Now that you have a costume, you'll want to develop an expressive personality and character to match. We'll help you get moving, acting, and learning how to work with the crowds and get people pumped.

Fursuit Round Table Come and meet costumers both old and new. Share your experiences about all things fursuit-related!

Fursuiting 101 An introduction to costuming, in which we cover the topics of what a basic costume might be, how to get one or build it yourself, air travel, cleaning, care and maintenance, and basic performance. We'll also talk about the basics of how to build a simple body.

Fursut Parade Staging Staging for the Fursuit Parade, where you'll get yourself (and your costume) lined up and ready to roll! Please try to be here early—you'll get a great spot when the parade starts, and it will help us get the most accurate count of participants we can!

Further Confusion: Unleashed! Come join us for an evening of fun variety acts at Further Confusion: Unleashed! Cheer your fellow furs on as they present fun skits, whacky performances and compete for fabulous awards determined by our panel of shiny, freshly-washed judges! Sunday evening! Don't miss it!

Fursuit Track

Further Confusion: Unleashed! Dress Rehearsal Pre-show run-through and rehearsal for Further Confusion: Unleashed! *Required for all FC:U! participants.*

Further Confusion: Unleashed! Rehearsal First rehearsal for Further Confusion: Unleashed! Come work through your act on the stage you actually will be performing on (come Sunday evening) to iron out the kinks and snags well ahead of time.

Masquerade Do you have a fursuit? Come show it off here! Do you want to see what everyone's been making over the past year? Come see results of their hard work! Join us for the annual Further Confusion Masquerade!

Masquerade Setup and Rehearsal Come and work through your routine ahead of the actual event. *Required for all Masquerade participants.*

Masquerade Sign-Up and Info Come show everyone your new costume! Masquerade information and paperwork for sign-ups will be available, as well as pre-judging for your costume.

Masquerade Sign-Up and Judging Come show everyone your new costume! Masquerade information and paperwork for sign ups will be available, as well as pre-judging for your costume.

Stage Fighting Learn how to beat on your friends—safely—on stage! We'll be covering topics such as how to make a hit look good, how to do it safely, and basic fight choreography. Fursuits with good visibility, stable feet, and good range of motion welcome.

Ri'en Karrot

Gaming Track

Gaming Track

Intro to *Second Life*® Want another online existence? Come to our intro to *Second Life*—get a read on what it's all about and what you need to start interacting with your fellow furs in the world of *Second Life*!

FMCL@FC Cribbage Tournament The FurryMUCK Cribbage League (FMCL) would like to invite you to play in its annual Further Confusion tournament on Sunday afternoon. Whether you're a seasoned veteran, a beginner, or even if you don't know a cribbage board from a smorgasbord, come by for some friendly card-game action.

Fur-1 in the Blank Further Confusion's send-up of classic *Match Game* action is back! As our contestants match wits with our six furry celebrities, hilarity is bound to ensue. It's a ______ing good time!

***Furoticon* Constructed Tournament** The creators of *Furoticon* (*Furo* for short), a new adult-rated furry trading card game, will be on hand to demonstrate the game in this constructed-deck tournament. Come have fun learning to play the game that was first released at Anthrocon 2009! Adults only, please.

***Furoticon* Sealed Tournament** The creators of *Furoticon* (*Furo* for short), a new adult-rated furry trading card game, will be on hand to demonstrate the game in this sealed deck tournament. Come have fun learning to play the game that was first released at Anthrocon 2009! Adults only, please.

Pokemon-A-Palooza! Do you have a keen interest in *Pokemon*? Are you casually fond of the original 150, or are you competitively involved with the current 493? Gather with fellow *Pokemon* enthusiasts and discuss your interest! Be sure to bring your Nintendo DS!

***Second Life* for Adults** Come join us for our more advanced course in *Second Life.* Topics covered in this session will range to the more mature side of the spectrum, so adults only, please.

Texas Hold-'Em Tournament All you need is a chip and a chair, as they say, and you can get both at Further Confusion's No-Limit Texas Hold-'Em Tournament! Satellites during the con will grant the winners a seat at Sunday night's final table for a chance to stare down their fellow contenders to win it all!

Win, Lose, or Draw If there's one thing Further Confusion has an abundance of, it's artists! Talented artists! Artists that can draw cats, foxes, and dragons in cute, goofy, realistic, or dark styles! But can they draw *A Midsummer Night's Dream* in thirty seconds, and have teammates recognize it? Come to Win, Lose, or Draw and find out!

Music Track

Music Track

DJ Demo Session An introduction to DJing a live performance—club, mobile, radio mix-show, etc. Not to be confused with radio disc jockeys! This session will offer tips on books, videos, equipment and techniques to get you started spinning music at live events!

DJing and Creating a Band This panel is an informative Q&A session for those interested in either becoming a DJ or starting a band. T-Wolf (a.k.a. DJEvocation) is a DJ with experience playing with a number of live bands and DJed events through the years. If you're looking to become a DJ or start a band this is a panel you shouldn't miss!

Digital Music Fundamentals Ever wondered what all those knobs on your virtual or physical synthesizer actually do? Join Crowley for an introductory session touching on the fundamentals of sound engineering! Come join us for this friendly hands-on session covering the concepts of soundwaves, waveshapes, envelopes and filters, and basic track mastering.

Equine Musicianship Enjoy relaxing music? Then this is the place to be! Flare will be performing his usual weekly show for everyone. Come take in Flare's unique blend of improvised classical and ambient sounds.

Instrumental Sight Reading Bring your instruments and learn how to improve your sight reading! If you're a musician looking to become a professional—be it for movie music, performing groups, cruise ships and more—this is the panel for you!

Music Technology Are you a musician? Are you interested in learning about programs such as Finale, Smart Music, Garage Band and more? This is the panel for you! DJ Wolf is an experienced music technologist, composer and performer; come learn from a pro who knows whats up!

Podcasts: Nuts and Bolts Come join us for this session where we take a look at the technology needed to record and distribute a podcast! Whether you're just starting out or trying to take your audio quality up a notch or ten, we're here to help you out!

Podcasts: The Ever-Elusive Content It's easy to sit down in front of a mike, but what do you do then? Swing past to get some tips on how to find or create interesting content that will help keep an audience and yourself interested week after week.

Pop Songwriting 101 Ever wanted to write songs but didn't know where to start? This session explain the basics of each part of a song and its purpose. Pop songwriting structure is the industry standard for what people find enjoyable. As a songwriter, Yipes Zebra is continuously evolving his style as he finds out what structures work for him. Let him help find what works for you!

UnFurled Live Podcast Come join the crew of the UnFurled podcast for a live recording session! What is UnFurled? It is a general furry/news/entertainment podcast that dips a bit into topics both strange and controversial. Because of the nature of some of the topics we discuss, adults only please.

Voice-Acting Workshop Have you every wanted to be a voice actor? This is your chance! This hands-on panel opens the floor to those who want to see what it's like behind the microphone! After a short training session, we'll read from scripts and get a feel for what it's like creating dialogue tracks using a portable recording rig.

***Wow,* I Really Like That, What *Is* It? (Electronic Music)** *or* The Confusing Subgenrefication of Electronic Music! This session is an introduction to electronic music for new listeners. We'll provide an overview of what elements define the major styles—House, Trance, Breaks, Garage, Hard Dance, Drum & Bass, Hardcore, etc.—and touch on what elements contribute to sub-genres within the major styles.

WhoFurs Live Podcast WhoFurs is a podcast for *Doctor Who* fans who are furries or furries who are *Doctor Who* fans, depending on which way you look at it. Come join us for a live recording of the podcast at Further Confusion with your hosts FuzzWolf and Tealfox! WhoFurs is a production of FurPlanet (http://FurPlanet.com).

FURCON
2011

PUPPETRY TRACK SCIENCE TRACK

PUPPETRY TRACK

Advanced Puppetry This panel will show you how to take your puppetry to the next level! Topics covered will include advance lip-sync, focus, and acting. We encourage you to bring your own puppet, as this will be a hands-on discussion.

Intro to Puppetry Are you interested in puppetry but have no idea how to start? If you are curious, then this panel is for you! Bring your own puppets, if you have any, and feel free to join in! Though this panel is meant for beginners, all skill levels are welcome!

Pawpetry at Eurofurence If you're into puppetry, then this is a don't-miss event. Get a taste of the great things happening with puppetry in Europe! Check out highlights from puppetry shows, discussions on puppetry, and open Q&A related to puppetry.

SCIENCE TRACK

Update on Solar Interested in solar technologies? Want to learn about deploying a new solar installation or what's available now to update an existing set-up? Come and join us for an update on the state of photovoltaic technologies and how you can use them!

Space for Newbies Space for Newbies is an introductory session for non-scientists that want to learn more about what's really going on in space or what space is really like. Most space-technology panels are geared to those already in the know, but this one is here to help you get in the know!

Neanderthal Furries Were our distant cousins furry? Join us during this session for a discussion on the theory that Neanderthal people had a coat of fur!

a. alexis perez (c) wolfie bites 2010

Paleoart How do they go about visualizing prehistoric life? How accurate are those depictions of dinosaurs in museums? Our session on paleoart offers a discussion on the techniques and science of illustrating, representing, and restoring creatures lost to the ages.

Ham Radio and Fox Hunt Come and join other furry ham radio enthiasiasts for a quick discussion on what ham is, how to get into it if you're not, and play along with our fox hunt!

Free/Open-Source Software So really, what's the deal with free and open-source software? Come and find out in this presentation on what these things are, why they're good, and how you can get involved with free and open-source software projects!

The Science of Space Travel What nifty technologies would it take to get us out into deep space and back again safely? What accommodations would have to be made for various species in space? We'll explore just those questions, and more, during this session on space travel!

Exoplanets and Exobiology Recent discoveries of extra-solar planetary systems, some with the potential to host life of their own, sparks the question, just what kind of life might exist out there? Come learn about where we are with the discovery of extra-solar worlds and discuss the paths that life might take elsewhere in our vast universe.

Astronomy Down Under What do our friends Down Under see when the look up at the night sky? Come join us at this discussion of constellations, observations, discoveries, and space-related activities from the southern hemisphere!

Space 2110 What are the long-term uses for this solar system and what must we do now to get there? Come join in this discussion on where we want to be one hundred years from now and what it will take to get there.

Perspectives on Physiology: Anatomy and Behavior This session presents a multi-species review of what goes on inside animals and aspects of behavior influenced by animal anatomy and physiology.

Perspectives on Physiology: Reproduction Don't miss this follow-up to our session on physiology, anatomy, and behavior! In part two, we'll cover the birds and the bees: why animals do the things they do and the physiological reasons for it! Due to the nature of the content presented in this session, it is open to adults only.

SOCIAL TRACK

Animal House Saturday night comes at you with the finest DJs the furry fandom has to offer, playing the best in house, progressive, and trance music! Suit if you want, just come and rock out if you don't. The beat, the lights, the bass . . . come celebrate the power of the music!

Social Track

Become Your Avatar Do you need to relax? Do you wonder what it's like to be hypnotized by an educated and certified hypnotist? Find out more about hypnosis and become your avatar in a soothing hypnotic experience designed for personal growth. Due to the nature of the material presented in this panel, adults only, please.

Chin-Wag: Pin Traders! If you collect pins, like to talk about pins, and like to trade pins, then this is the gathering for you! Come meet fellow friends and collectors, swap a few stories, and maybe even a few pins!

Chin-wag: Californians! Are you from California? Want to meet other furs from California? Then stop by this chin-wag to say hello and meet some new friends! It'll only take an hour to maybe meet a new best friend!

Chin-wag: Crafters Edition! Like crafting? Want to meet other furs into crafting? Then come and join us for this crafting meet-and-greet!

Chin-wag: Easterners! Are you from the East, far or otherwise? Then come meet new friends at this chin-wag meet-and-greet!

Chin-wag: Northwesterners! Come and meet new friends from the Northwestern reaches! You could meet a few new good friends or connect with a social circle you never knew about!

Chin-wag: Southwesterners! The Southwest is a pretty big place! Come meet other furs from the Southwest, amd build out your social circle with new friends!

Chin-wag: Traveler Edition! Do you like to travel to foreign lands, meet new people, and exchange stories about doing so with others? Have advice for traveling abroad or want to meet others whose personal adventures have taken them around the globe? Then come to this meet-and-greet and make some new friends!

Chin-wag: Westerners! From the West? Want to find other people who are also from the West? Swing past and say hello—and maybe make some new friends.

Dead Dog Dance The end is near, but the music doesn't stop until midnight! Expect anything, and you will get all that you expect as a cadre of Furry DJs keep the volume at 11 until midnight!

Electrofuzz Need your electronic fix? Try to keep your fur on until you make it through the door! Four full hours of Dubstep, DnB, and Electronic goodness!

Eye of Argon Join us for a midnight classic of sci-fi and furry conventions the world over, a round-table reading of the *Eye of Argon*! How long can you read before you can't read any more? Come and find out!

Filmmakers Unite! Are you an avid filmmaker? Do you find yourself inclined to the cinematic arts? Well, this is the panel for you! Meet fellow filmmakers actively involved in the furry fandom and get a chance to share your experiences, tips and tricks, and most importantly, network! All skill levels from Youtube enthusiasts to film students and professionals are welcome!

Fur the Record Back again, some of the fandom's best DJs taking you on a journey from the hottest in today's Electro, House, Dubstep on up through Hard Dance and Hardstyle, into Drum and Bass. Raverfurs, get your fix of 140-BPM beats here. Fursuiters welcomed but cautioned: dancing to elevated tempos can cause overheating. Practice safe suiting—*stay cool* and hydrated.

Furry4Life Meet and Greet With more than 10,000 members worldwide in just two years, Furry4Life.org is one of the fastest-growing social-network sites in the furry fandom. Shy Matsi, the creator, will be on hand to answer questions about where the site came from and where it is headed—and to pass out ribbons. Come check it out!

Hoppy Hour Burning electronic not your thing? If the main theater doesn't collapse into the Club Regent, join in an evening of popular dance, house, progressive, and easy trance to sway and swing your weekend away.

How to Talk to Artists Have you ever felt awkward approaching an artist on the Internet or in person? Not sure how express your great idea for a commission or a request? Learn the dos and don'ts of approaching artists from the artists themselves!

Improv Dojo: Long-form Improv Imagine there's no "happily ever after" but multiple prequels and sequels. In this workshop we'll explore the magic of time in improv theater and create fascinating stories in a form of improv called "Harold."

Improv Dojo: The Zen Approach to Improv Theatre What if improv is about creating moments instead of presenting jokes in rapid fire? You're invited to step inside the dojo to relax and play with all that we know about life. All are welcome to come, imagine, and play.

Improv-ing Yourself Seen improv on TV and stage? Think you can do better? Or just curious on how to get started? Let a veteran improv performer, host, and teacher give you the basics with exercises designed to improve your quick thinking, sense of environment, and social networking skills. A good sense of humor and audience participation is strongly suggested! Fursuits optional!

Improva-rugby! Hey everybody, here's a chance to enhance your improvisational skills through games led by our veteran improv instructor! Come spend some time learning a few basic improv games to help you hone your edge and keep yourself from being caught off-guard when you need to make it up on the spot!

Meet the Guests Who are our Guests of Honor? What makes them so honorable, anyway? Come and join them at this session to find the answers those questions and others you might have about Further Confusion's honorees for 2011!

Modern Ballroom Dancing Come learn the basics of modern ballroom dance! Time permitting, you'll learn the waltz, cha-cha, and East-Coast swing during this hour-and-a-half session of interactive instruction. You don't need to have a partner, but full vision is recommended.

Social Track

Mommy, Where Do Furry Conventions Come From? Who's dumb enough to actually start a furry convention, and how do they thrive and survive? Come speak to people who have been running a con for going on nine years and clearly have lost their minds. Whether you're interested in starting your own con or just want to hear all the dark, dirty secrets that go on behind the scenes, this panel promises to enlighten—i.e. waste a perfectly good hour!

Open-Mic Night Wanna get up on stage to tell a few jokes, read a little poetry, or share a song? Want to cheer on your fellow furs as they offer their personal spin on the evening's entertainment? Well, we've got the gig for you! Sign up for a five- to seven-minute slot. Slots will be offered at the door on a first-come-first-served basis! This event is open to convention members eighteen years and older.

Saturday Tai Chi Come and experience the peace of mind that comes through the practice of Tai Chi. No experience necessary, come and learn the basics with us!

Shaolin Kung Fu: Wu Bu Quan Get a taste of the ancient Chinese tradition and learn the set oft-seen in the training montages of movies! Wu Bu Quan (Five-Step Fist) teaches the foundational stances and flow of Shaolin kung fu. No experience necessary, but be prepared to exercise! Fursuits with good range of movement, stable feet, and good visibility are welcome!

Suit & Shred (The Fursuit Dance Competition) Our annual fursuit cance competition finally has a name! Show us what you've got! Suit up and shred that dancefloor! *Every contestant should bring a song of choice on CD, iPod®, or USB stick.*

Suit & Strut Keeping the night going after our in-suit dance competition, Suit & Shred, the Suit & Strut dance is for everyone, regardless of competitive dancing nature. Come shake your tail to a mix of '70s, '80s, '90s, & 2000s disco, funk, pop, hip hop, and rock for most of the night, migrating into house music late night.

Sunday Tai Chi Come and experience the peace of mind that comes through the practice of Tai Chi. No experience necessary; come and learn the basics with us!

The Meow Mixer (Opening Night Dance) Get your groove on immediately after opening ceremonies! Reconnect with old friends while making some new ones on the dance floor! *Mix it up!*

kj EVE's Karaoke Club Get ready to perform in this outgoing yet exciting musical event! kj EVE brings a diverse library of songs in Spanish, Japanese, and English to get you rocking and rolling with your follow furs! kj EVE sings a couple to warm you up and then you—along with others—get a chance to show your stuff!

Venturing Out of the Den Do you cringe when friends ask you about being a furry? Learn how to comfortably come out and talk about being furry. Gain tools and communication skills for talking about our subculture in a way that demystifies and shows furry in a positive light, and even learn how to easily field the dreaded CSI question!

Species Track

Species Track

Adult Dragons Come join us for our fifth year as we delve into loving dragons and dragon sexuality. This open and frank discussion will introduce to you some of the fandom's great dragons and dragon artists. Due to the nature of the subject matter, this panel is for adults only.

Aquatics Where would be without the vast array of life that plays in the sea? All of you aquatic critters, from whales and fish to otters and penguins, come enjoy a fun chat with each other!

Avians Flighted or flightless, birds are awesome! Come meet with fellow avian enthusiasts and talk about our feathered friends.

Bunnies! Long ears and lops, hares and rabbits . . . doesn't matter, we love bunnies! You love 'em too, so come celebrate all things lapine with us!

Canines Loyal. Trustworthy. Mischievous. Cunning. Tricky. Canines are a wonderfully diverse crowd! Join in the discussion of why we like all things canine so very much!

Dragons Come join us to talk about the big scaly beasts of lore! This all-ages panel will delve into the regal and majestic aspects of dragons.

Felines Do you like cats? Are you a cat? Do you just want to meet some cool cats? Come meet with other cat lovers at this hour-long meet-and-greet!

Gryphons These legendary and majestic creatures, with the best parts of noble species, are as rare and special as the fans who love them. Come together and meet new friends with an enthusiasm for gryphons!

Hyenas Misunderstood and unfairly maligned! We'll uncover the true nature of hyenas from natural history to pop culture and fandom viewpoints. There will be a little something for everyone!

Hyrbids Here we go again! The hybrids are back and what better place than the Land Down Under to meet all the strange breeds! Come on, join us!

Mustelids Do you like skunks, weasels, badgers, otters, stoats, or all things mustelid? If so, then come join us for this get-together and meet other mustelid enthusiasts!

Prehistoric Furries Feeling a little out of your own time in this modern age? Then come join other enthusiasts of animals from bygone ages!

Rodentia A gathering for all rodents—and very friendly, already-fed predators! This year we have rodent trivia and quizzes to muddle those mousey, maze-memorizing minds!

Taurs: Four on the Floor 'Taurs are awesome! Centaurs, foxtaurs, okapitaurs, or whatever else, we like 'em! Come join us to celebrate the merits and discuss problems of having four (or more) on the floor. Bring your artwork and figurines to show off!

Spirituality Track Writing Track

Spirituality Track

Intro to Buddhism Have you ever been curious what Buddhism is all about? Come learn about Buddhism during this discussion and guided meditation session presented by our Buddha-bunny.

Spiritual Tea Spirituality is based on one's perspective on life, tea can reflect a person's view and in turn their spirituality. If the spiritual aspects of tea, tea preparation or general discussion on what tea means to you strike your intrigue then please feel free to stop by and enjoy the company of other tea enthusiasts.

Writing Track

A Reading from "Otters in Space" Come Mary E. Lowd as she reads from her work titled "Otters in Space!"

A Reading From *Roar 3* Join Confusedoo and other authors in this reading from the upcoming anthology, *Roar 3*.

Adult Furry Fiction What special concerns are there for adult furry fiction, what are the rules regarding it, and how does it differ from both general-audience furry fiction and from non-furry adult fiction? Come and join our discussion on these topics. Due to the mature nature of the content presented in this session, it is open to adults only.

Character Journeys How does your character move from *Chapter One* to *The End* and what does he learn along the way? You've heard about character arcs and how each story is a journey; now learn how to prepare your character for a journey in chapter one and how to make the journey interesting to yourself and your audience until its satisfactory conclusion.

Furry Writers' Guild Meet & Greet Come learn about the Furry Writers' Guild, meet other writers, and discuss the future of furry writing.

Learning to Love Editing Everybody loves the creative freedom of the first draft—it's going back to refine the stories that seems tedious and makes writing a chore. But it doesn't have to be! Find out how to enjoy the process of editing your stories, making it a fun part of your writing life.

Novel Writing The perils and pitfalls of creating long stories and novels are manifold; the process can be daunting and often can be overwhelming. Do you plan ahead? Write every day or in bursts? Learn from experienced writers why they write novels, what works for them and what to watch out for in your own long-form writing projects.

Sofawolf Presents Join moderator Jeff Eddy and the Sofawolf crew for an overview of the exciting projects they've got lined up for 2011. Kyell Gold will read from the sequel to *Out of Position,* entitled *Isolation Play.* Tempe O'Kun will read from his forthcoming novel *Sixes Wild: Manifest Destiny.* We'll have readings from other selections as well.

Storytelling What is involved in telling a good story? In this session we'll cover elements of character creation, characterization, emotions, and conflict to help bring life and depth to your storytelling. The discussion will touch on storytelling in comics, art, audio drama, and written form.

The Small Press Welcome to the world of the small press! Come and learn how publishing has changed recently, what are the hot new markets are opening up for your work, and how to sell to the small press.

Unsheathed Live Podcast Come join the crew of the furry-writing-oriented Unsheathed podcast as they perform a live-audience recording Saturday night at FC! Be part of the podcast magic!

Writer's Workshop Stuck in a rut for a story? Need some advice on how to get over writer's block? Whatever the case may be, come on in and we'll do our best to get ya out of that rut or bust through that block. In any case, stop on by! You might learn something new!

Writing Groups Come and join us for an open round-table discussion on organizing writing groups! We'll talk about the types of policies that might be needed, the best times and places to meet and how to keep your writing group on focus.

Writing for Illustration Come join our Guests of Honor, Paul Kidd and Blotch, as they discuss how to approach projects where art is as important to the telling of a story as words and how even the most emotive and descriptive art can benefit from a writer's approach.

Furry Down Under
2011
April 15th - 17th
Surfers Paradise
Australia
Are you ready to party?
www.furrydownunder.com

Our Illustrious Panelists

Belic Bear Mommy, Where Do Furry Conventions Come From?

Blotch Kaffeeklatch With Blotch, Meet the Guests, Watercolor Process With Blotch, *Nordguard:* Blotch on the Art of the Graphic Novel, Writing for Illustration

Bob Bristow Basic Head Construction

Buck C. Turner A reading from *Roar 3*

Candy ST03: Neanderthal Furries, ST11: Space 2110, ST01: Update on Solar

Crocuta Hyenas

Crowley Munier Digital Music Fundamentals

Howard V. Hendrix, PhD Prehistoric Furries

Hibbary Acrylic Technique

Hypnobeast Become Your Avatar

J. Ortega ST04: Paleoart

K. M. Hirosaki Adult Furry Fiction, Unsheathed Live Podcast, Podcasts—the Ever-Elusive Content

Eve Miyasaki kj EVE's Karaoke Club

Paul McCarthy kj EVE's Karaoke Club

Lacy Advanced Bodysuit Construction, Fursuiting 101

Lizardbeth Webcomics Roundtable

Lynard Pawpetry at Eurofurence

Mary E. Lowd Furry Writers' Guild Meet & Greet, A Reading from "Otters in Space"

Meesh Storytelling

Meradragon Digital Dragon Art

M Venturing Out of the Den

Myenia Fur Done Right

Paul Kidd Kaffeeklatch With Paul Kidd, Meet the Guests, Visual Storytelling with Paul Kidd, Writing for Illustration

Prismo Improv-ing Yourself

Rahne Storytelling

Rikoshi Learning to Love Editing, Character Journeys, Novel Writing

Robynne Modern Ballroom Dancing

Rukis Storytelling

Shy Matsi Furry4Life Meet and Greet, Wild Figure Drawing A, Wild Figure Drawing B

Skitzycat ST06: Free/OpenSource Software

Summer Jackson Modern Ballroom Dancing

Not Tube Learning to Love Editing, Character Journeys, Novel Writing

Scott Rogers Spiritual Tea

Vice Yumako Improva-rugby!, Open Mic Night

Aatheus Taurs: Four on the Floor

Astolpho Merch It Like You Mean It, Webcomics Roundtable, *Nordguard*: Blotch on the Art of the Graphic Novel

Blackfeather Writing Groups

Buck Hopper Voice-Acting Workshop, Podcasts: Nuts and Bolts

Bushrat Intro to Puppetry

Chairo Fursuit Round Table

Deuce ST02: Space for Newbies, ST07: The Science of Space Travel

Saros ST01: Update on Solar

Croc Fursuit Performance

Tal UnFurled Live Podcast

D.C. Simpson Webcomics Roundtable

Diana Vick Chin-Wag: PinTraders!

Digitalis Webcomics Roundtable

Ninjahijinx Webcomics Roundtable

James Spaid Gryphons

Evil Kevin ST01: Update on Solar

Steven Scharf Basic Head Construction, Advanced Bodysuit Construction, Fursuiting 101

Tricuspa Chin-wag: Northwesterners!, Chin-wag: Westerners!, Chin-wag: Traveler Edition!, Chin-wag: Southwesterners!, Chin-wag: Californians!, Chin-wag: Easterners!

Matthew Joseph Harrington ST03: Neanderthal Furries, ST11: Space 2110, ST02: Space for Newbies

Flare Starfire Equine Musicianship, Texas Hold-'Em Tournament

Flint Kaffeeklatch With Paul Kidd, Kaffeeklatch With Blotch, Meet the Guests, *Nordguard*: Blotch on the Art of the Graphic Novel

Frosty Orca Aquatics

Lance Ikegawa Advanced Head Construction, Exotic Materials and Safety

FuzzWolf Podcasts: The Ever-Elusive Content, WhoFurs Live Podcast, The Small Press

Gatcat Canines

Gerald D. Nordley ST03: Neanderthal Furries, ST11: Space 2110, ST01: Update on Solar, ST02: Space for Newbies

Elizabeth Hess *Eye of Argon,* Fur-l in the Blank, Win, Lose, or Draw, FMCL@FC Cribbage Tournament

GroggyFox ST05: Ham Radio And Fox Hunt, Fursuiting 101

Hyena Girl Avians

IMWeasel Mustelids

Jakebe Intro to Buddhism, Writing Groups

Jansen Tamiia Art With an Audience

Jeff Eddy Sofawolf Presents

Jericho Podcasts: Nuts and Bolts

Jeff Norris Bunnies!

Jovino Bunny Art Is Your Business, Venturing Out of the Den

kajiryuuko Writer's Workshop (Saturday)

Kamui Digital Painting: Theory & Technique

Kannik Stage Fighting, Shaolin Kung Fu: Wu Bu Quan, Saturday Tai Chi, Sunday Tai Chi

Ken-Jo Life-Drawing Studio

Kenneth Fox Fur-l in the Blank, Win, Lose, or Draw, FMCL@FC Cribbage Tournament, Texas Hold-'Em Tournament

Kiteless Dragon Adult Dragons

Klaxon Shaolin Kung Fu: Wu Bu Quan

Kurt Bohan ST02: Space for Newbies

Kyell Gold Unsheathed Live Podcast, Podcasts: Nuts and Bolts, Storytelling, Podcasts: The Ever-Elusive Content, Learning to Love Editing, Character Journeys, Novel Writing

Kyroraz *Second Life*® for Adults, Intro to *Second Life*®

Watts Martin Learning to Love Editing, Character Journeys, Novel Writing

Llyn Hunter Storyboarding for Animation

DJ Wolf Instrumental Sight Reading, Music Technology

Yipes Zebra Pop Songwriting 101

Nambroth Wings With Vantid and Nambroth

Nekofelin Felines

Nicodemus Rodentia

Otterdoc ST013: Perspectives on Physiology Reproduction, ST012: Perspectives on Physiology Anatomy and Behavior, ST04: Paleoart

passLion Improv Dojo: The Zen Approach to Improv Theatre, Improv Dojo: Long-form Improv

Vox UnFurled Live Podcast

Reba Chin-wag: Crafters Edition!

Reveille Stage Fighting

RiddleBox Hyrbids

Robert Hole ST03: Neanderthal Furries, ST11: Space 2110, ST02: Space for Newbies, ST04: Paleoart

Kit Silver Unsheathed Live Podcast, Podcasts: Nuts and Bolts

Roland UnFurled Live Podcast

Sean Castro ST13: Perspectives on Physiology Reproduction, ST12: Perspectives on Physiology Anatomy and Behavior

Scribbles Ayashi Filmmakers Unite!, Pokemon-A-Palooza!

Sharon Hom Bunnies!

TealFox WhoFurs Live Podcast

Tigon Suit & Shred (The Fursuit Dance Competition), *Wow,* I Really Like That, What *Is* It? (Electronic Music)

Timberwoof ST05: Ham Radio and Fox Hunt, *Second Life*® for Adults, Intro to *Second Life*®

Touchmybadger Digital Coloring for Art Desperados

tug ST02: Space for Newbies

Tugrik Print Workshop, Laser Fabrication for Artists

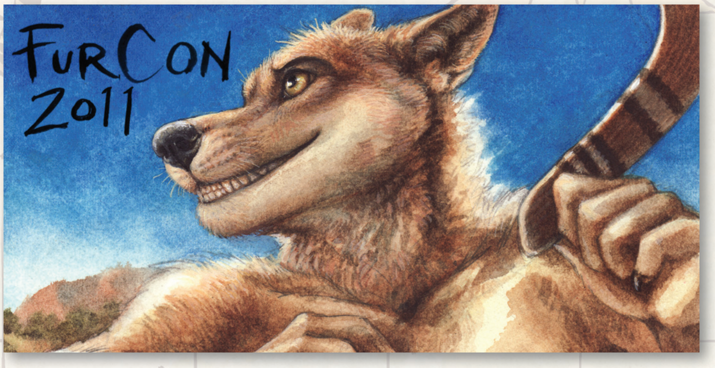
Vantid Wings With Vantid and Nambroth, ST04: Paleoart

Candy Dewalt Webcomics Roundtable

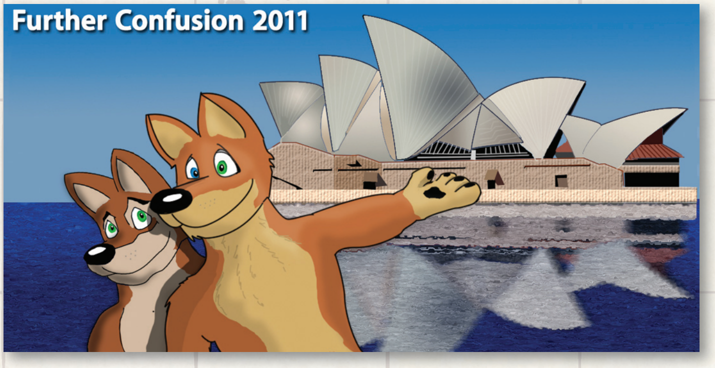
vixie Advanced Puppetry, Intro to Puppetry, Pawpetry at Eurofurence

Wolf Nymph Colored Pencil and Marker Workshop

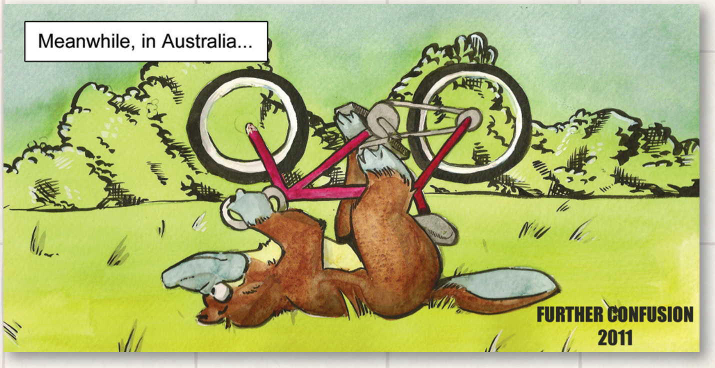
BADGE-ART SHOWCASE


FurCon
2011

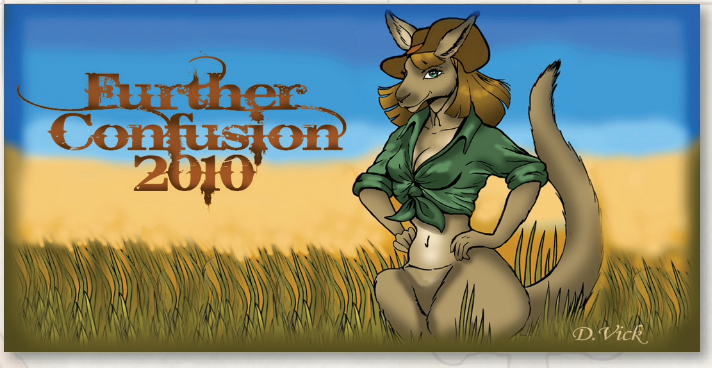
Blotch blotchinc.com


Further Confusion 2011

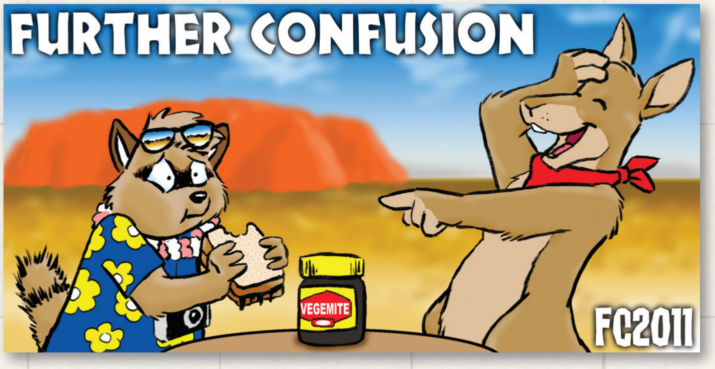
Kiswara


Meanwhile, in Australia...
FURTHER CONFUSION
2011

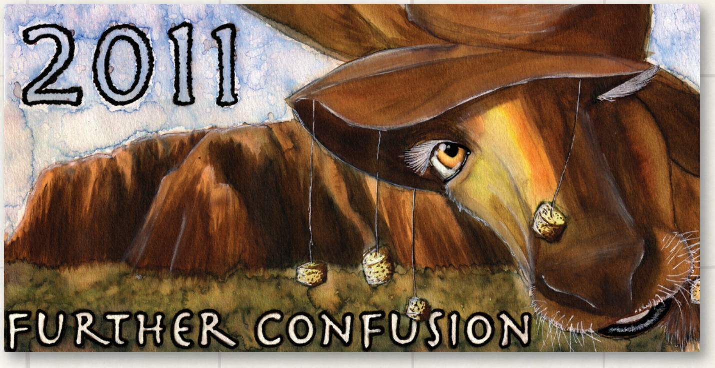
Mitti furaffinity.net/user/mitti


Further
Confusion
2010
D. Vick

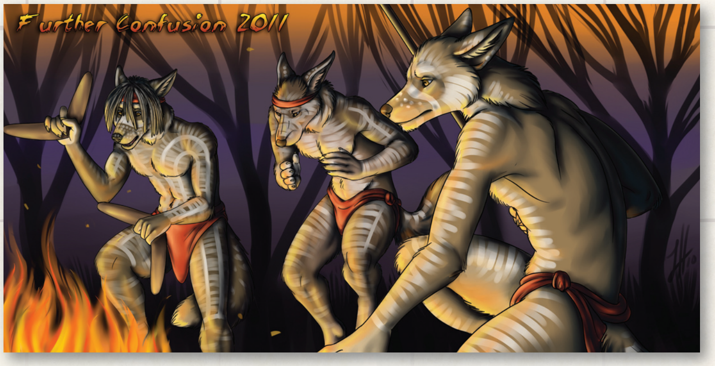
Diana Vick dianavick.com


FURTHER CONFUSION
VEGEMITE
FC2011

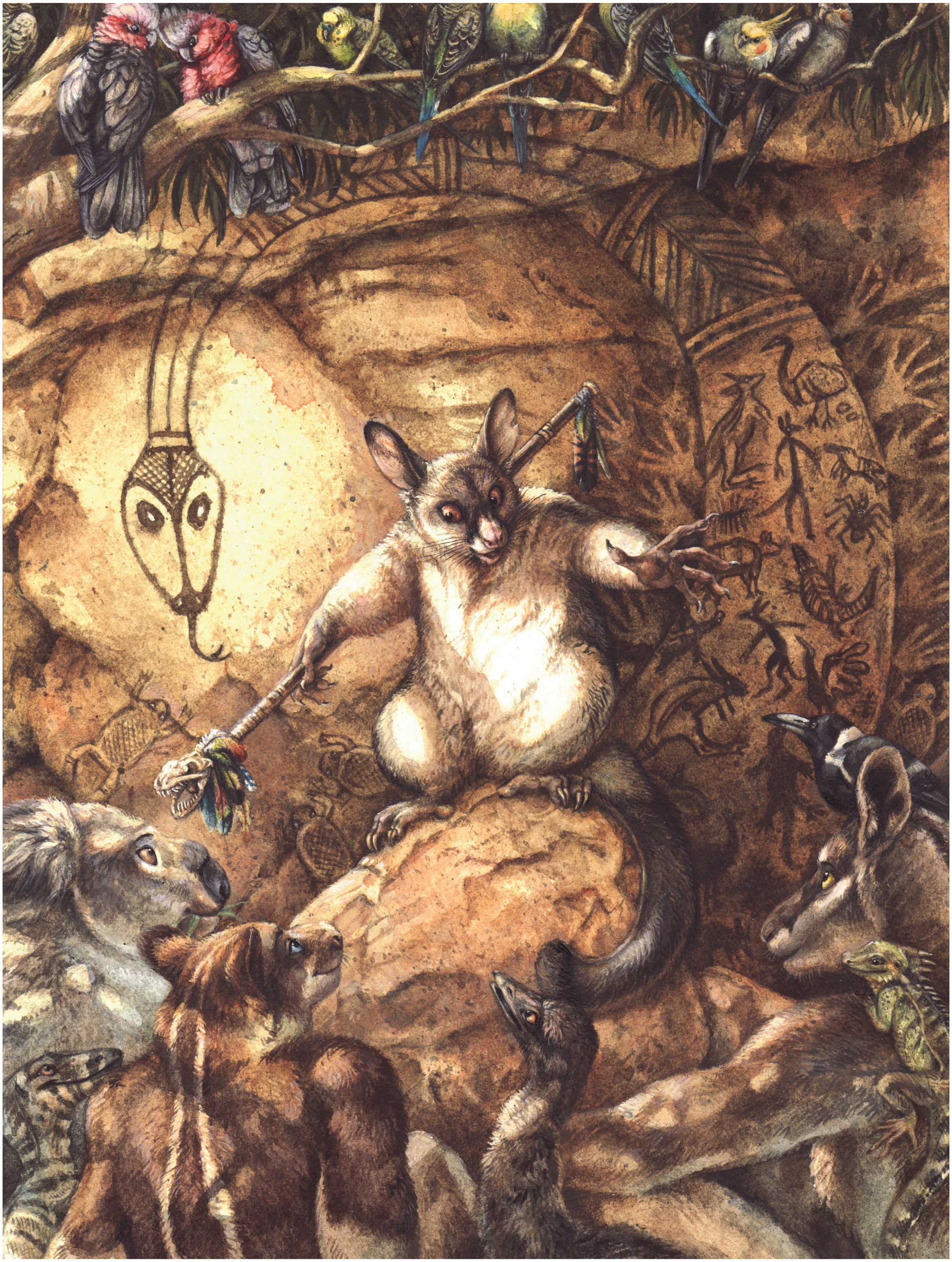
Jimmy Chin “Enjoy Your Vegemite Sandwich”


2011
FURTHER CONFUSION

Mearú afterthefox.net


Further Confusion 2011

Sidian “Dingo Dance” sidian.net



Skins

by Bill “Hafoc” Rogers

Two big cats—smilodons, I think—walked out of the drinking hole just as I walked in. I held the door for them, grinning. Gotta love a furry convention. They weren’t real, of course, whatever real is. But the suits were bonzer.

The place was empty except for a the bartender. “G’day, Mate,” he said. “Care for an amber? We got Fosters.”

I told him where Fosters comes from. I won’t repeat what I said, but horses were involved. “I didn’t come all the way across the flamin’ Pacific Ocean to drink no flamin’ Fosters, Mate. You gotta have something local and better than that.”

He shrugged. “I like Liberty Ale.”

“Sold.”

He filled me a glass and slid it across. I picked it up and drank down half. I was thirsty. But then I’ve been told I can drink like a fish too, sometimes. “Not bad,” I allowed. “Not bad at all.”

“Thanks. You here for the convention, Mister . . . ?”

“Ralston. Lawrence Ralston. Call me Larry, or if that’s too confusing you can call me Bruce.”

He looked blank. Kids these days got no respect for the classics. Finally he said “You here for the furry convention, Larry?”

“No. Funny, though, that. I’m an Aussie who deals in fur, near a furry convention with a Down Under theme. Strange to come so close to fitting in, and yet not fit at all. But that’s the story of my life. Cheers.” I drank half the glass.

He snorted. “Fur is murder.”

“Maybe not always. You know my name, Mate. What’s yours?”

“Isaac Taylor, at your service.”

I drank half the glass of beer. “Ahh . . . that hits the spot. Isaac Taylor, eh? Because Ieyasu Tachikoma is too hard for round-eyed barbarians to pronounce?”

His mouth fell open. “How did you know . . . ?”

“How did you know to speak to me like I was from Oz, when I came in here?”

“Your accent.”

“You spoke before I did.” I drank half the glass of beer.

“Oh. Must just be the convention theme, then. It’s all ‘Down Under’ this and ‘Oz’ that. I’ve had cobbers in funny hats ‘g’day’ this ‘g’day’ that and swilling Fosters since Thursday. I must just have just gone on with the theme.”

“Whatever you say, Mate,” I said, smiling, and drank half the glass of beer.

He was nervous now, so to distract himself he reached for my glass to clear it away, but it was still completely full, sitting there on the bar, with a nice head and beads of moisture forming on the glass. I’d wondered when he was going to notice that.

He gaped at the glass, and then at me. “You . . . how did you . . . ?”

“Magic.”

He blinked. He didn’t want to believe that, of course, but what choice did he have? “Ah, you’re a magician, then?”

“Perhaps. More of a storyteller, really. I’ve got a yarn you might like to hear, if you’re not too busy.”

The drinking hole was still empty. Tachikoma looked up and down the bar, a bit ruefully. I could tell I scared him, just a bit, but if I was just a magician—as he understood the term—that wasn’t so scary now, was it? Parlor tricks, just parlor tricks, nothing to worry about.

“I appear to have time to listen,” he said, finally.

“Good. Draw yourself an amber on me, Mate, and sit down. It’s a bonzer yarn.”

The *g*-force of the turn made my vision go gray, but the little Boomerang seemed to stand on her wingtip and pivot right there. The gunsight swept across the Zeke (Mitsubishi A6M “Zero” naval fighter) in front of me. I pushed the gun tit and the guns roared.

No other plane in the world could have turned with a Zeke like that. The Boomerang had teeth, too; four machine guns and two heavy cannon!

But the Zeke flicked right and just ran away from me, and the other truth of the Boomerang presented itself. She was slow. She was a cut-down fuselage and wings from a training plane fitted with a Yank-designed engine meant for a light bomber, and main guns copied from somebody’s war souvenir they’d brought home from North Africa, it’s truth! Aussie designers had done wonders making a sweet-flying plane out of the bundle of spare parts they had, but they couldn’t make her fly fast, or high.

Now the Zeke outran me as he couldn’t have with any other Allied fighter, not even a Wildcat. With an ironic little waggle of his wings he turned away to catch up with the formation of Bettys (Mitsubishi G4M land-based naval bombers) that had already swept by.

I was alone in the sky. Total silence in my earphones told me one of the Japanese bullets had found my radio. Well, at least I’d heard the lieutenant warn the airbase before we jettisoned our bombs and went after the Bettys. If we couldn't maul those bombers, the Warhawks back at the base sure could.

No bombs, the rest of my flight out of sight (at best), my own plane full of holes; it was time to call it a day. I turned back east along the shoreline.

It must have been almost an hour later when I saw a flash of sun on glass, far ahead and low. It was a Betty, and the fighters back at base must have heard our warning; she was shot to hell, flying low, slow, and trailing smoke.

If I'd had any sense I would have let her go on by. But I had to take a crack at her.

No Boomerang had ever scored an air to air kill. Not even once. A flamin' Wirraway trainer, the plane they'd made the Boomerang from, had shot down one Japanese plane once, but no Boomerang had—and didn't the other blokes rub our noses in that too!

I turned left and dove on the Betty. I fired! The sweet roar of my guns filled the air. Tracers arched toward me; the Betty was firing back.

Something hit my plane. The windscreen went brown-black with engine oil, blinding me for an instant. Then I could see something looming through the film of oil, something huge and green. The Boomerang slammed into the Betty's wing and both planes crumpled around me. The world exploded in orange heat. Trapped in the wreckage of two airplanes, screaming, I fell from the sky, burning like Icarus.

We hit the sea. I swear I remember how wonderful the water felt as it put out the flames.

I woke up to the sound of voices speaking Japanese. I froze in place, hoping they might go on past without finding me, but since my hands were tied behind my back it didn't take me long to realize it was a little late to worry about that.

I was kneeling in the surf. My hands were tied, not too tightly. I thought I could wiggle free, but not before the Japanese soldiers saw me and used their bayonets on me. And they were all around me, half a dozen of them, with a smaller, older man in an officer's uniform. I didn't know Japanese rank insignia that well, but I thought his marked him as a lieutenant colonel.

Whatever he said to the soldiers, he was emphatic about it. They didn't like what he was saying, I could see that in their faces, but they would follow his orders. And apparently his orders were to go away and leave the two of us alone.

He watched them walk away. Then he turned and looked me up and down with golden eyes that seemed to look right through me.

"What are you doing here?" he asked me, in what sounded like perfect English.

"Flying Officer Lawrance Ralston, serial number—"

His eyes flashed. "We have no time for this nonsense. I owe you professional courtesy, but I can't allow you to kill the men under my command. This is not our war."

I think my own eyes flashed too. "Not our war? You'd bomb my country and try to invade it, and it's not my war? Any bloke would fight the likes of you."

That stopped him. In fact, everything seemed to stop. Everything seemed to fade away except for those eyes, those wonderful gold eyes with their strange pupils, like vertical slits. "You really don't know," he said, I think more to himself than to me.

"Know what?"

"Who is Flying Officer Lawrence Ralston?" He was looking right through me, and there didn't seem to be any air, and there was the strangest humming sound, with bright edges to everything.

"A name found pinned to an abandoned infant's romper," I heard myself say.

"Ah. And where is his home?"

"He has none. He loves the great dry land, but he feels no home there. Always wandering, always envying the people of the land, who have been there since the time of dreams. The people of the land who had everything taken from them. But at least they know they belong there. Lawrence Ralson knows he doesn't."

"How sad to have no home. And yet each of us has a home; one needs only to accept it."

"Lawrence Ralston cannot."

"So sad. It is truly a pity. All the more a pity that this madness—Flying Officer Ralston, I can feel that you do not wish to fight. And yet you fly a warplane, shoot guns, and drop bombs. Why?"

"My land needs me. My honor demands it."

"Exactly so. And if the people of my land forget that we are all of the Earth, so we cannot harm her or each other without harming ourselves; if they engage in madness from which not even the Gods could save them, if the Gods ever did save men from their own madness; well.

"If I saw this and it sickened my heart so that I wished I could die, perhaps even so I might feel honor-bound to follow the people of my land. Their madness must, inevitably, destroy them. But perhaps I can save some of them when it does. I must try. Can you understand this?"

"Yes. Yes, I think I can."

"Good. Know that I wish I could die, but I cannot—not yet. Then know one more thing; what I do now, I do because honor, an honor higher than the waking world, demands it."

"Now I don't understand."

"I know. That is the strangest thing. But I have no time to delve into these matters. For that, and for what I must do now, I apologize most abjectly."

He reached behind me and grabbed my bound wrists, hoisting me to my feet. He turned me around to face the sea.

"The sea is beautiful, is it not?"

I breathed in the sea air. "It is. I have always loved it," I said.

"Ah. Of course you love the sea. That explains everything."

I felt the muzzle of the pistol touch the base of my skull, and the whole world dissolved in the roar of a gunshot, a stab of exquisite pain, and a white flash. Yet I swear I can remember how good the water felt when I hit it.

I opened my eyes. The world hummed and throbbed with strange yet beautiful music. The edges of everything had bright colors. It was beautiful, yet somehow there was an edge of danger to it all.

The sea water felt wonderful around my ankles, and the sand beneath my feet felt alive. Beyond the beach lay the town where I'd grown up. It even had Morgan's store that sold all those wonderful kinds of candy. Morgan's had burned down in 1939, just before the War started.

Above and beyond it all, I saw the dark line of the Escarpment that stood between town and the great depths of the Sunburnt Country.

"Do you love this land?" somebody asked.

"Of course I do. I always have. But it is not my home."

"Of course it's your home! You have but to claim it, or it has but to claim you. And I now claim you as one of my own."

I blinked and looked back at the sea, and up the beach, and down the beach. In spite of the way the humming and singing addled my mind, in spite of the bright edges to everything, the world was bright and clear; somehow more real than when I was awake, impossible as that was. But I was alone. I'd been talking to someone, but there was nobody there!

I turned toward the town, but it was gone. In its place stood a rain-drenched jungle forest that could never have been there in this dry land. It was still the same place, though; the Escarpment still loomed beyond it.

Then The Escarpment moved. Now, for the first time, I saw what it really was; a huge black snake, miles long! It reared its head, gaining the rainbow colors that reality had here as it turned and moved toward me. It opened its mouth wide, and swallowed the entire world.

All was darkness. In the darkness I heard the faint sound of running water. I opened my eyes.

Conventionally, you'd say the river ran through this cliff-sided gash in the rocks, but the water was strolling more than running. I could barely hear the music of the water. In fact, if my ears had been normal, I wouldn't have been able to hear it at all.

The river was lovely, dappled in the sunlight through the trees that lined its banks. The red kangaroo boomer across the river belonged in flat, open country, not here. He seemed to like it here, though. He was eating tree leaves with relish, and if there might be something hiding in the underbrush, that fact seemed to concern him not at all. Well, he was huge for a 'roo, must have been eight feet tall or more; maybe that meant he had less to worry about.

He swallowed a mouthful of leaves and brushed his mouth with a forepaw, for all the world like the polite dab of a napkin. "Your people aren't the strangers to this land that you think you are," he said, in what seemed to be perfect English.

I suppose a talking kangaroo should have startled me, but somehow it didn't. I nodded politely. "My people? Scotsmen, you mean, Mister . . . ?"

"Bunjill. Call me Bunjill, that's close enough, and no, I don't mean Scotsmen. Although humans are all just humans, and all of them are part of the Earth—that's what "human" means, when you look into it. Interesting, isn't it? They're all part of the Earth, and so they're all part of each other, and should feel at home with each other anywhere. It's sad they keep forgetting that.

"But I didn't mean humans. I mean your people. I mean what you are."

"I have no idea what you're talking about."

"I know. Damndest thing, that. I said I'd look into it for an old friend of mine, and I have. It turns out to be the usual old story, of course. Your kind always were too romantic for your own good. It comes from living with the great storms, I think. Your hearts are as violent as your native weather.

"But others of your people live here in the Dry Land, and always have. You've heard of the bunyip?"

"I've told some Yank a yarn or two about him."

Mr. Bunjill chuckled. "A river monster who comes up from the sea, and then goes wandering around on the land, making a lot of noise and causing a lot of trouble. Who is there, and yet isn't there. That doesn't jog the old memory at all?"

"I . . . I always have loved this land. And the sea around it. And rivers."

"Yes, of course you have. I looked into it—easy enough for me to do, since the land has claimed you. Although it always had, but you wouldn't believe it. Right idiot."

"If you're through insulting me—"

"Haven't even started, Bloke. This right idiot bunyip—or whatever they call them up in Scotland, where you hail from—fell in love, and married one of them, and lived with her on a little farm. They had children, and a good life. But of course he lives far longer than she does- in the waking world, at least."

"But not here in the Dreamtime," Alice said, stepping light among the trees, shining like the angel she was. "Here, you and I live as long as the world."

"Alice," I said, and my mouth fell open.

"Lawrence." She stepped close to me, and took my hands in hers, and my heart soared. "I never knew how much you loved me. I never knew how much you gave up to be my husband."

"I loved you more than life itself."

She smiled. "I know. But it was foolish to give up your soul. It was even more foolish to wish to die when you lost me, as if such as you could ever die. As if anyone could."

"I couldn't die, but I could forget." I remembered it all now, and I wept. Whether for sorrow or for joy, I don't really know, even now.

"Yes, foolish man . . . um, foolish . . . creature. Lawrence, I live here always, and I walk with you in your dreams, in this place that is more real than the world men call real. I love your true self. Go back to being what you are.”

“Well, there’s a problem with that.”

“You burned your sealskin,” Mr. Bunjill said, grinning. “Idiot.”

“Yes. Exactly.” I shook my head.

“Listen up, Mate, this is important. The Covenant says that Powers the likes of us cannot join into the madness of men, to do harm to any. So if you’re going to use your special abilities to serve King and Country, do it in air-sea rescue or some such, got it?”

“Got it, but I burned my sealskin.”

“Yeah, mate, I had to take care of that for you. And if you think it’s easy to chase down the individual specks of ash, the individual particles of smoke, to put some idiot’s skin back together, then you try it sometime. Here.”

He opened the air like a gift box—I don’t know how else to explain it—and pulled something from it. It was a silver fur in heavy folds. He hurled it at me. It hit me, knocking the wind from me, and I was in the river, swimming toward my beloved sea with powerful flippers, barking in my joy.

Tachikoma took another swallow of his beer. His glass wasn’t emptying either, but he was too worried about how crazy I might be to have noticed that yet. “So you’re saying that you’re a bunny-yip, some kind of werewolf-thing that turns into a seal?”

“Bunyip. That’s what the kangaroo Bunjill called me. Although since I’m from Scotland originally, it’s proper to call me a selkie.”

“And you were a fighter pilot in World War II. And you got killed twice.”

“Twice that I’ve told you about. Didn’t stay dead, though, it’s flamin’ dull. That’s my yarn, Mate. You’re going to tell me you don’t believe it, aren’t you?”

“I wouldn’t say any such thing.”

“No, because you wouldn’t want to anger a loony, right? Or because you feel I might be fair dinkum, loony or not?”

He took another drink of his beer. And then it hit him. He dropped the beer as if it was a snake. It fell through the air, spilling, but spun to land on the bar upright. The beer fell into the glass and filled it to the brim. Not a drop spilled.

“How did you—”

“That Japanese officer sent me home. That was right decent of him, I suppose. But I think I was meant to be a lesson to him too. Seeing me should have told him that hiding from what you are doesn’t work. He didn’t learn from my example when it was in front of his flamin’ face. Right idiot!

“Still, his bosses say he served well, through fire, horror, and destruction that made even them weep. They were willing to let him take a bit of a walkabout after all that, if he needed it, but they want me to tell him it’s time to get back to work.”

“What in the name of Hell are you—”

“One last thing, Mate. I’m staying at the Fairmont. Come on by when you get back, and we’ll trade a few yarns about the old days. The really old days.”

“I don’t understand what you’re talking about.”

“I know. That’s the damnedest thing about it,” I said.

And then I opened the air like a gift box, pulled out the thee-tailed fox skin, and hurled it at him. It hit him in the chest and blew him backward as if it had been a cannonball; blew him straight through the wall, without leaving a mark on it.

I smiled and walked to the door. I turned off the lights and turned the sign around to “Closed.”

“You took care of it?” Mr. Bunjill said. He was only about six feet tall here, and his fur had a distinct polyester sheen, the better to fit into our surroundings without attracting notice.

“Of course, Mate. I expect he’s having an interview with his Masters right now, the way you once spoke with some sad, confused, sea-faring bloke.”

“Did you have to blow him clean through the wall with his own skin, like that?”

“Matter of fact I did. He sent me home, and I’m grateful, but that pistol shot to the neck was right nasty. Not a war crime, since I didn’t actually die and all, but a nasty joke just the same. What now?”

Bunjill glanced at his wrist, even though he didn’t wear a watch. “It’s not noon yet. He’s not going to get back here until this evening, and the fursuit parade’s not until four.”

I snorted. “Why do you want to watch that?”

“Why do you even need to ask? The creatures of those suits are only dreams, but is there anything more important, or more real?”

I didn’t have anything to say to that. Of course he, of all people, would think that way. What’s more, I can’t be sure he’s wrong.

“You think we have time for a beer?” Bunjill said. “I’m as dry as the Dry Lands themselves.”

“Always time for an amber, Bloke.” I looked over my shoulder and frowned. “We’ll have to find another drinking hole for it, though.”

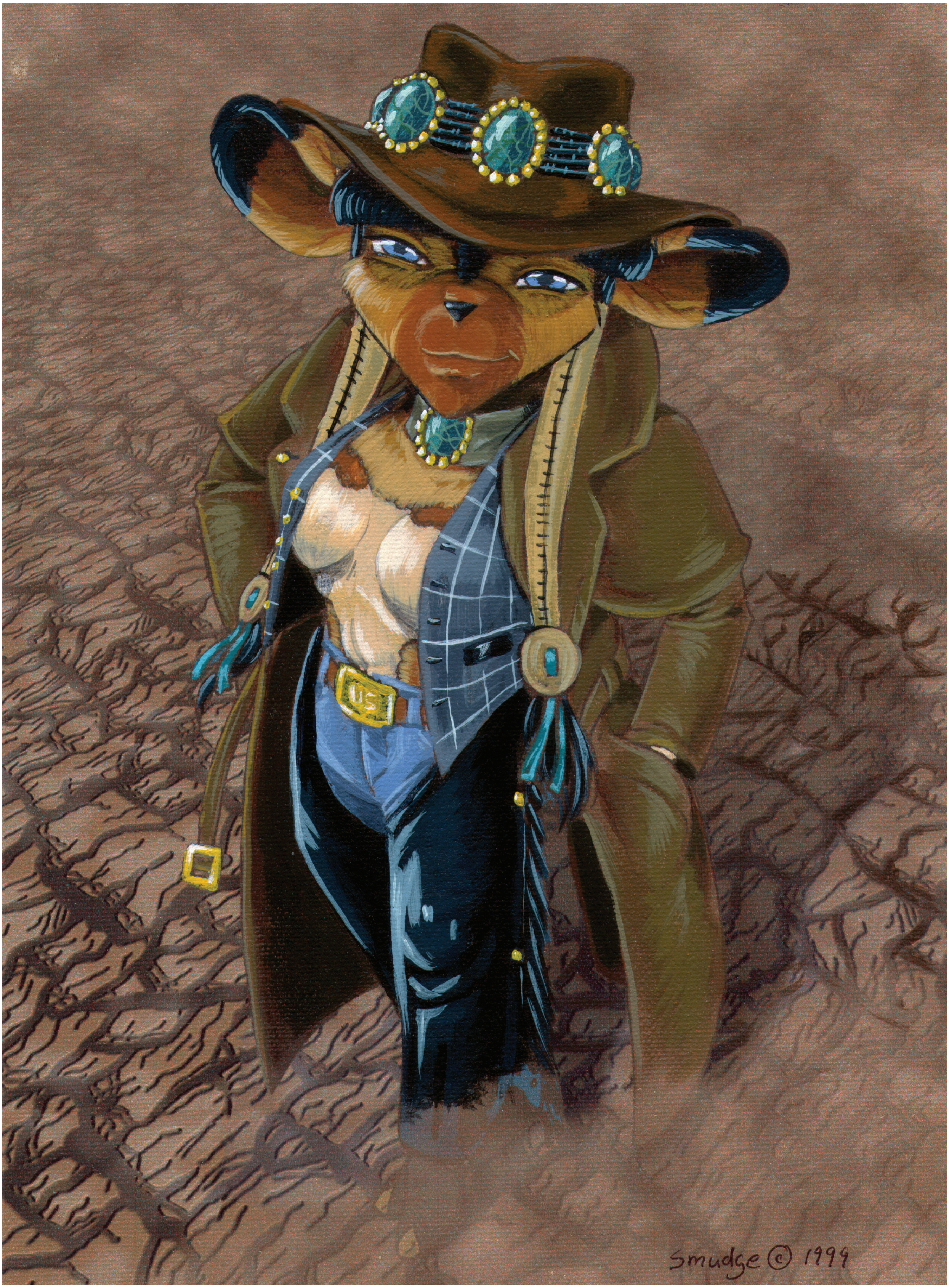
“I’ll lead.”

“You always do. The beer’s on me. Liberty Ale is good.”

And so we headed off down the street, the kangaroo and me, looking for a drinking hole open and serving at noon on a weekend.

We found one soon enough, and packed it was, too. The smilodons were there, and many another creature stranger than we were; if you looked only at the surface appearance, that is. Or if you looked into their souls deeper than deep.

It was a bonzer drinking hole, and a bonzer crowd, and I’m even fairly sure that flamin’ ‘roo didn’t dream them all into existence just so he could take care of his dry without having to hop too far. But that’s the problem with the likes of him. You can never be quite sure. ❋


US
Smudge © 1999

FURTHER CONFUSION 2011 STAFF

EXECUTIVE STAFF

AAE Board

Laura Cherry
Brent Edwards
Jeff Ferris
Leone Horne
Lee Strom

Chairman Emeritus		Vandrav
Chairman	Vince Cardinale	Berg Polarbear
Vice Chair	Laura Cherry	Squirrel
Business Director	Sarah Nordstrom	Saelyc
Business Director (2nd)	Laura Cherry	Squirrel
Events Director		SmilingWolf
Events Director (2nd)	Sean Wally	SmackJackal
Exec. Secretary	David Dowdle	Spuds
GOH Liaison	David Cooksey	Flint Otterhall
Hotel Liaison	David Richards	Foxcar
Hotel Liaison (2nd)	Jerry Tien	Silene
Hotel Liaison (3rd)	Timothy Retzlaff	Sasho Windfeather
IT Director	Dan Mahoney	Gushi
IT Director (2nd)	Jeremy Doran	Frysco
Marketing Director	Chris Bartlett	Bos'n
Marketing Director 2nd	Paul Martin	Pelt
Operations Director		Simon Wolfe
Operations 2nd	Stacey Palaia	MomCat
Operations 3rd	David Dowdle	Spuds

AAE

Finance	Laura Cherry	Squirrel
Media	Lee Strom	Chairo
Rep.	Jeff Ferris	Tanan

BUSINESS

Art Show Lead	Chris Cogdon	Ch'marr
Art Show Lead 2nd	Lara Wells	
Art Show Staff	Eric Guerra	Nibiki
Art Show Staff	Nick Retallack	Kalu
Art Show Staff	Ashley Griego	5p1ic3
Con Store Co-Lead	Brent Edwards	Chip Unicorn
Con Store Co-Lead		Reba
Con Store Staff		Minerva McGregor
Dealer's Room Lead	Karl Maurer	Jethric
Dealer's Room Lead 2nd	Miyagami Noriko	Ayukawataur
Dealer's Rm. Admin Asst.	Jo Maurer	Mhari Lindhaven
Furry Marketplace Lead	Patrick Kingsley	Whyaylooh
HR	Leonidas King	Nuke
HR 2nd	Leslie Gladney	LadyBear
Registration Lead	Jennifer Lang	Gwynhwyfar
Registration Lead 2nd	Sharon Nikolai	Catriona
Registration Staff	Lisa Seelye	Catstrich
Registration Staff	Denis Brown	
Registration Staff	Rewa Marsh Schneidau	Rukario
Registration Staff	Kenneth Calhoun	Kes
Registration Staff	Mary Kathryn Williams	Kat
Pre-Registration Lead	Leonidas King	Nuke
Pre-Registration 2nd	Leslie Gladney-White	LadyBear

EVENTS

Art Track Lead	Brian Root	Astolpho
Art Track 2nd	Jenna Root	Robin Starveling
Con. Photographer	Ashley Kitto	Kyreeth
Creator's Lounge Lead	Ryan A. Scarborough	FurryFate
Critterlympics	Brian Hagen	Penh Gwyn
FC: Unleashed! Lead	Jessica McCarthy	Sprout
FC: Unleashed! Lead 2nd	Will McDonald	Humble Wolf
Fursuit Lounge Lead	J Robert Wilson	Teric
Fursuit Lounge 2nd	Edward Ellis	Solaxy
Fursuit Lounge Staff	Zak Nilsson	Kantaro
Fursuit Lounge Staff	Ben Schumer	Desert Wolf

FURTHER CONFUSION 2011 STAFF

Fursuit Track Lead	Steven Scharf	WhiteyFawks
Gaming Track Lead	Michael Schaefer	Flare Starfire
Gaming Track 2nd	James Elkinton	Zarel
Gaming Track Staff	Thomas Cantrell	Pell
Gaming Track Staff	Ryan Renard	Das Bear
Gaming Track Staff	Kenneth Wilson	KensterFox
Gaming Track Staff		Genevieve
Masquerade Lead	Gregory Lin	GroggyFox
Masquerade 2nd	Keith Jones	IM Weasel
Music Track Lead	David Johnson	DJ Wolf
Music Track Lead 2nd	Zack Levy	Yipes
Puppetry Track Lead	Steve Plunkett	Vixie
Science Track Lead	Clare Bell	Rathacat
Science Track Lead 2nd	Kurt Bohan	Muttnik
Social Track Lead	W Myers	Tricuspa
Social Track Dance Coordinator		Tigon
Species Track Lead	Angela Anderson	Chip!
Species Track Lead	Jason Howard	Kiteless Dragon
Stage Coordinator	Josie Griffin-Roosth	Mori-neko
Stage Coordinator 2nd	Patricia M. Yulo	White Banshee
Writing Track Lead	Craig Alan Cook	Blackfeather Tanfur

HOTEL

Hotel Lead 3rd	Ole Haslund Petersen	Tycho
Party Maven	Craig Brown	ShadowLab
Party Maven	Robert Palmer	Palmer

IT

Postmaster	Jeremy Doran	Frysco
Webmaster Lead (technical/content)	Jeremy Doran	Frysco
Internet Lounge Lead	Dasha Clancey	Tigris Euphrates
Software Dev. (LEO)	Michael Sawyer	Aetobatus

MARKETING

Con-Book Lead	Dave Bryant	Tom Clowder
Pocket-Program Lead	Dave Bryant	Tom Clowder

OPERATIONS

AV/Tech Lead	Bowen Goletz	Cheetah
AV/Tech Lead 2nd	David M. Dowdle	Spuds
AV/Tech Staff		Frosty Orca
AV/Tech Staff	Aaron Williams	Ryu Raccoon
AV/Tech Staff	Ed Holohan	Nius
AV/Tech Staff	Scott Brainard	Nrasser
AV/Tech Staff	Ben LaBarre	
AV/Tech Staff	Boris Charlton	Growun Uno
AV/Tech Staff	Ashley Holohan	Zannah
Con Operations Lead	Andrew McLeod	Andrew
Con Ops. Lead 2nd	Stacey Palaia	Mom Cat
Hospitality Lead	Joshua Schisser	
Logistics Lead	Troy Gaede	Steeleheart Buran
Logistics Lead 2nd	Chris Sheehan	Fenris
Logistics 3rd/Driver	Ryan Renard	Das Bear
Logistics Staff	Michael Ly	Mike A.P. Sykes
Logistics Staff	Christopher Westland	Rioku
Logistics Staff	Erick Joya	Puppy Wolf
Logistics Staff	John Merris-Meche	Zoren
Security	FLARE	
Volunteers Lead	Mark Hopper	Nikkievix
Volunteers Lead 2nd	Jeff Combs	

STAFF ARTISTS

T-shirt, sketchpad, Web-site art	Krahnos	furaffinity.net/user/krahnos/
Water bottles	Jennifer Blair	blue-dragon22.deviantart.com/
Boomerangs, bullroars	Kitsumi	furaffinity.net/user/kitsumi/
Lapel pins, sponsor print, con-book cover	Blotch	blotchinc.com
Keycards	Alison Acton	bearnutscomic.com/
Eartag art, Web banners	Kipper	furaffinity.net/user/kipper

FurFright™

The World's Largest Halloween-themed Furry Convention in Connecticut!

October 14 - 16, 2011

Crowne Plaza in Cromwell, Connecticut

Sarcy '10
Caribou

Guest of Honor

Keto

Events and Attractions

Huge Dealers' Dungeon
Fast 'n' Furious Fursuit Games
Monster Masquerade
Game Room of Death
Torture Chamber Arcade
Charity Auction & Raffle
Fursuit-Friendly Dances
2 Fursuit Parades!
Furry Game Shows
Draw or Die! Artist Challenge
Tons o' Panels and Classes
Dead Fur Party
... and more!

Attendee Registration:

Monsters: $25 Jan 2011 until 5/31/11
$30 until 9/17/11
$40 at the door

Zombie Sponsor: $55+ **FrankenSponsor:** $90+
Casanova FrankenSponsor: $200+

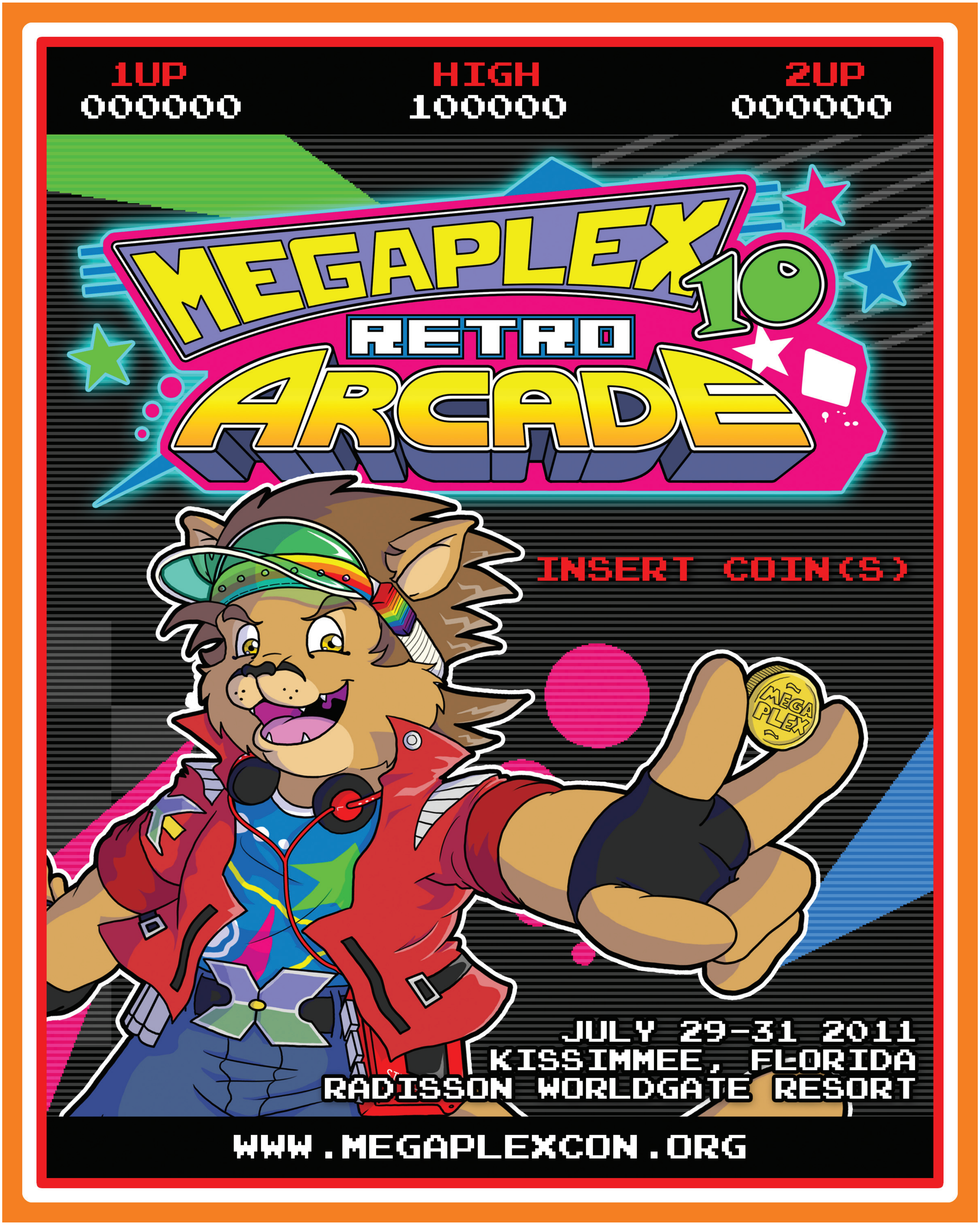
Dealer Registration:

Opening April 2011!
tables $45 - $250

Artist Alley slots available at the con

WWW.FURFRIGHT.ORG

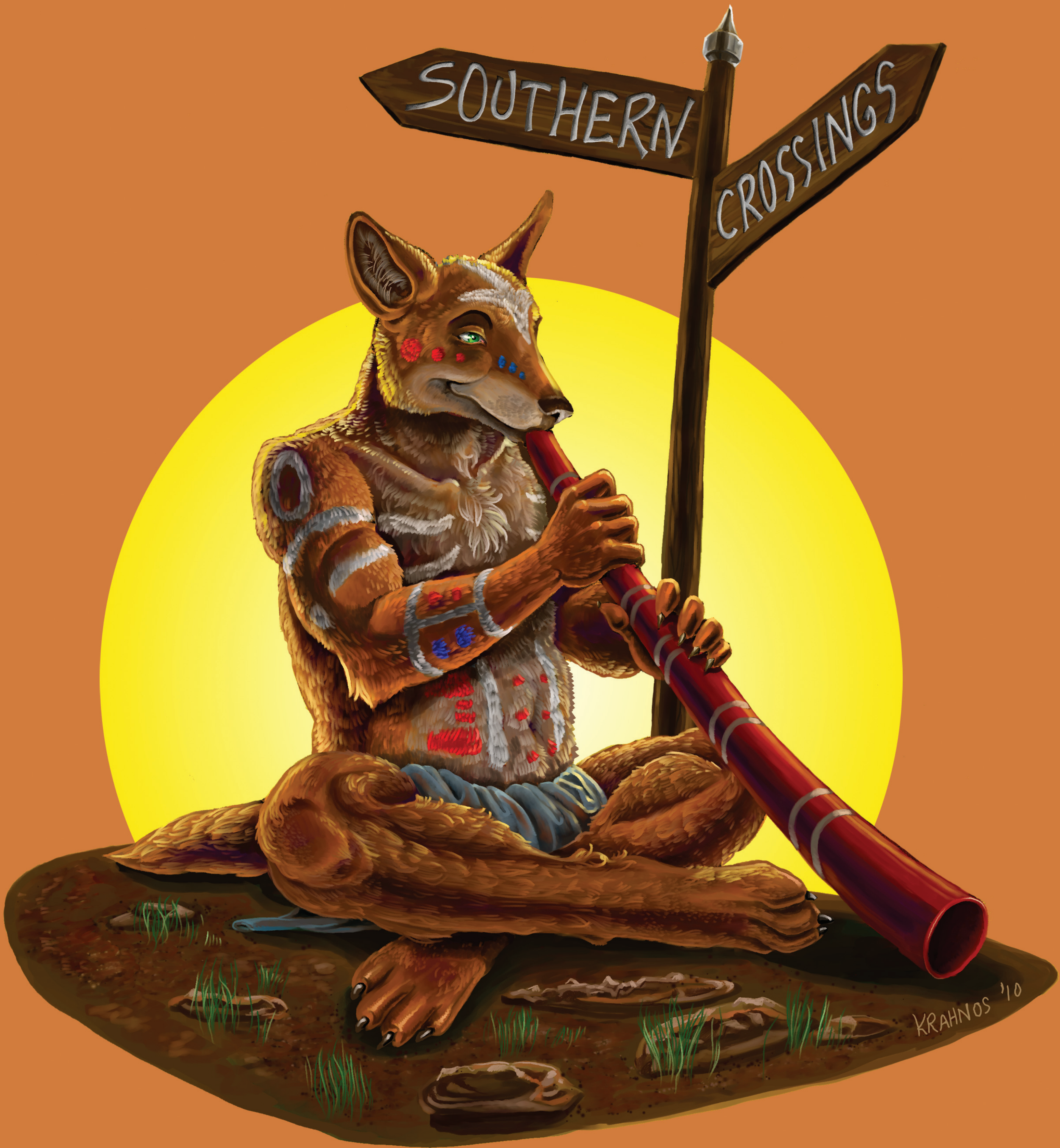
We're unstoppable, like bad clams...


1UP
000000
HIGH
100000
2UP
000000
INSERT COIN(S)
MEGA PLEX

MEGAPLEX 10
RETRO ARCADE

JULY 29-31 2011
KISSIMMEE, FLORIDA
RADISSON WORLDGATE RESORT

WWW.MEGAPLEXCON.ORG


SOUTHERN
CROSSINGS
KRAHNOS '10

TRIBES AT WAR

BY BRADLEY COHEN

SEVERAL THOUSAND YEARS ago the desert lands of Australia were occupied by two tribes: The kangaroos and the dingoes. The kangaroos inhabited the southern desert and favored the wild plants and small oasis pools, while the dingoes were bloodthirsty and imperial. They stood on the high cliffs and mountains overlooking their prey. They were not fond of the kangaroos using the vast resources near the mountains, where much of the desert fruit was growing. When the tribes couldn't agree on which land was theirs, they started a war.

The dingoes were already prepared. They had stockpiled weapons for hunting which they would now use for war. The kangaroos were not as prepared. They never hunted wildlife so they had no tools that could be used in the war. They assembled clubs and spears before rushing into battle. The dingoes were strong and not lose much of their forces. Their hides were strong enough to withstand the blades of their enemies. The kangaroos made a hasty retreat.

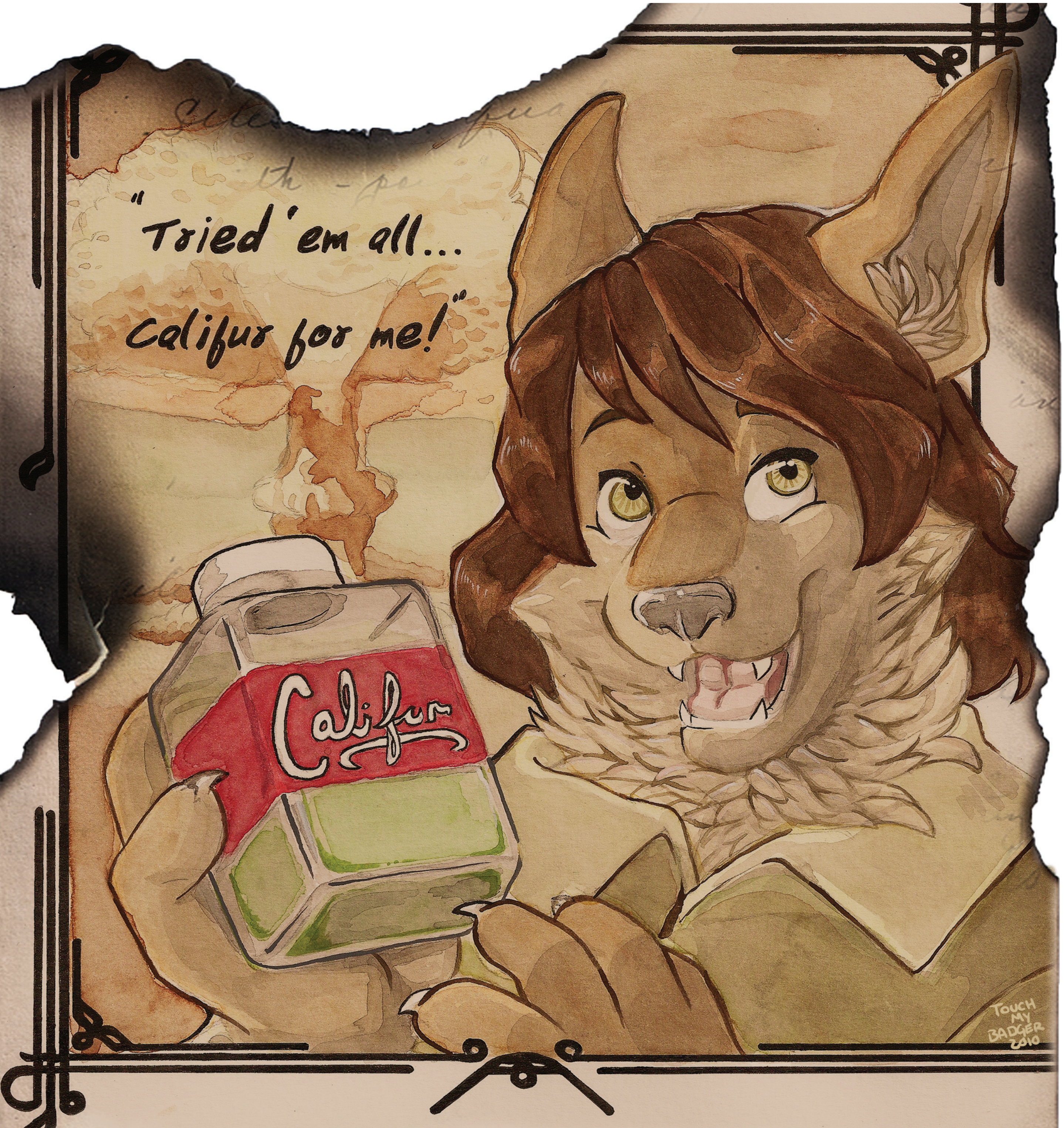
As they began breeding new tribe members to replace the ones that were slaughtered, one of the survivors had an idea. He gathered anything he could find in the area: bones, scales, twine and rocks. He brought them all to a tent in his village and began to think of how these materials could help his tribe.

First he remembered that the kangaroos did not have any protection against the javelins that the dingoes used against them. He assembled the bones, scales and twine to make an outer shell that could be worn over the torso to stop the javelins. The rocks were tied together into a group of three that could be thrown to immobilize the dingoes.

The next day he got an idea for something more powerful than a javelin. He carved a bent shape from a nearby wood pile, attached a flexible string to it and tried to launch a twig from it. It flew through the air exactly as he had imagined it. He sharpened a rock and tied it to the same twig. He fired it at a nearby tree and was amazed how far it penetrated.

As the children began to grow into warriors, the inventor showed all of them his new equipment and instructed them in their use. Now it was time to face the dingoes in combat once more. They ran to mountains in large groups, alerting the dingoes and beginning the fight. The dingoes threw their javelins one after another, but the body armor prevented them from going through. The kangaroos fired their weapons, tripping the dingoes with their flying rocks and slaughtering them with their sharp sticks.

What remained of them came out in surrender. They could not risk losing their entire species and agreed to allow the kangaroos into their lands. They rested in the oasis pools and fed on desert fruit as dingoes began to rebuild their tribe. The two tribes have since lived in harmony.


"Tried 'em all...
Califur for me!"
Califur
TOUCH MY BADGER 2010

Post-Apocalyptic blues bringing you down?

Irvine California, Irvine Marriott
June 3rd-5th 2011

Guest of Honor: Mitti AKA: TMB

www.califur.com

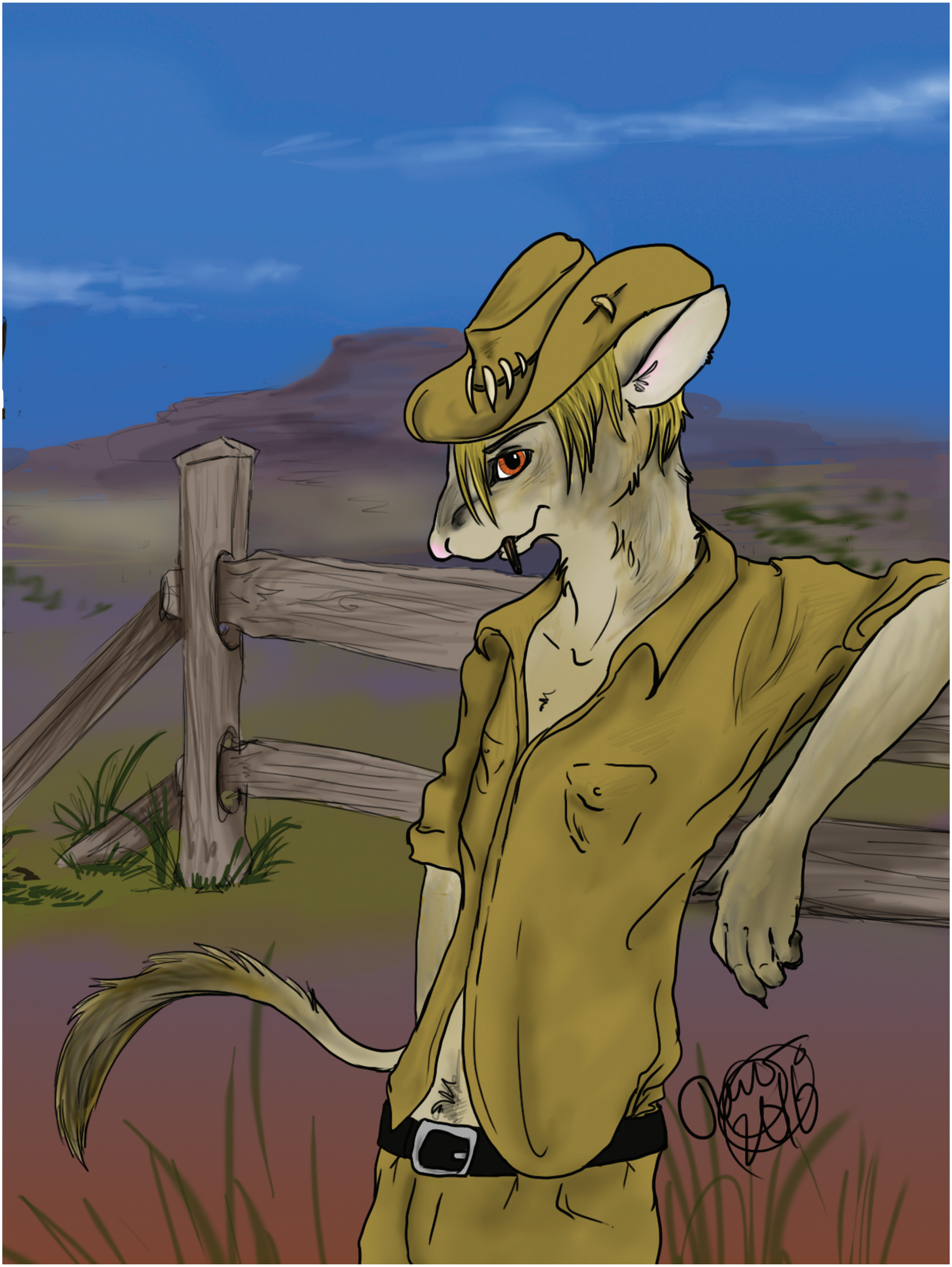
ANTHROCON

invites you to join us June 23-26, 2011 as we transform the
David L. Lawrence Convention Center in
Pittsburgh, PA into...

THE ANTHROPOMORPHIC
INSTITUTE OF MAGIC

For more information, visit our website:
www.anthrocon.org

Anthrocon®



An excerpt of

Red Sails in the Fallout

Forthcoming in early 2011

Presented with kind permission of Wizards of the Coast

By Paul Kidd

Our story so far . . .

Xoota—an irritable hypercognative mutant quoll with moth antennae—rides the post-apocalyptic Australian desert upon "Budgie", her trap-finding air-headed flightless riding budgerigar. Much to Xoota's annoyance, the Gods have saddled her with the company of Shaani, a rather nattily polite bespectacled white lab rat, who (apart from being electrogenerative and radioactive) seems to be unsuited to survival in the wilds. Xoota has had her backside pierced by a spine from a porcupine plant, and so the trip make camp.

Now read on, if you dare. . . .

Late afternoon in the desert: the shadows were growing long—termite mounds standing tall and stark against the sky. Off in the distance, something blue, carnivorous and hairy was drifting through the skies. A few errant clouds were gathering—all touched with a soft glow of radioactive green.

Another wonderful day in the wilds . . .

A row of old termite-eaten poles stretched off into the south, following the path of an ancient black-top road. Beside the road, beneath a flowering acorn myrtle, Shaani had dug out a delightful little camp. She had plumped up two weird little pillows filled with gel, dampening them with water sprinkled from her canteen. Some sort of chemical reaction now kept the pillows sinfully cool. She set up a shade cloth and a parasol—put her music on low, and solicitously parked Xoota in the choicest piece of shade. There was even room for Budgie, who immediately tucked his head into his feathers and went to sleep. Xoota lay on her stomach and scowled, determined not to enjoy the comforts of the day.

A tiny sand gecko raced past, hungrily chasing a beetle. Five seconds later, the gecko ran past again, pursued by zaps of electricity shot from the now horribly mutated beetle: the world was that sort of place. Xoota ignored the spectacle and sighed.

Shaani had a solar still set up nearby, converting cactus into a bucket full of water. She had clearly designed and made the system herself—just as she had built the little fan she plugged into a home-made battery to whirr a soothing breeze across the camp. Xoota's backside stung—her skin was healing slowly. Shaani remained cheerful, self-possessed, and hospitable—the perfect companion. It drove Xoota to distraction.

The rat wrapped one of her odd little cooling pillows around a canteen. She poured a glass—nicely cooled—added lemon cordial, and proffered it genially to her guest.

"Lemon barley water?"

Why anyone would put grain in a cool drink was beyond her—but Xoota's mouth watered at the sight of the cold, dew-beaded glass. She drank like a horse—it was incredibly delicious—only to find another glass waiting for her once she had finished. Shaani laid a cold compress upon Xoota's throbbing rear, and settled it happily in place.

"There we are! Should keep the swelling down!" The rat waved one neat, elegant little hand. "It's a cooling pack! Once you moisten it, the thing stays cold!"

It was a miracle! Xoota blinked in surprise.

"Where did you get those?"

"Oh, I found them. A lot of ruins have them—the buildings most people don't bother with. Old camping stores, clinics . . . I tested the beads, found what they did, and put them to use! QED!" The rat clinked a nice cool glass against Xoota's drink. "Cheers!"

All right—you had to concede that the rat had a certain gift. Nevertheless, she was annoying; bright and chipper people always were. The Great Sky-Bunny only knew how many scavengers had looked at those damned little clear beads in the past and dismissed them as so much packing material. The rat was clearly something of a genius. Well—perhaps an idiot savant. But she was still a damned liability in the wilds!

The long afternoon finally began drawing towards night. Xoota seethed, even as a wonderfully varied dinner was prepared from sets of pre-made meal packets that the rat, of course, had prepared far in advance.

Xoota was more of a "take away" food fan. She would find a creature, take away its life, take away its skin, heat it, and eat it. The rat's cooking—mouth-watering with herbs, spices and sauce—was a definite shock to the system.

Shaani served her guest first—giving her the correct cutlery—and then ate happily in the shade beneath her parasol. She peered genially over the edge of her glasses at her scruffy, scowling guest.

"Feeling anything?"

"What—a pain in the bum?"

"No—Alpha mutationy?" The rat wriggled her toes, perfectly happy with life. "You know—shifts in the old DNA. Dark essences surging through your soul?"

"No—not really."

"Ah well—can't be helped!" The rat stretched deliciously, gaping her chisel teeth in a great wide yawn. "Shall we get moving? The heat seems to have bogged off at last!"

Xoota rose—wincing as her backside twinged with pain. Budgie tried to pretend that he was fast asleep. Xoota rapped him on the head to let him know that she was onto him, and hobbled off to fetch the pack and saddle. She stood and scanned the horizon. Nothing moved—nothing stood out. There was only the long line of poles and occasional patches of ancient asphalt road.

"Who's a pretty boy then?"

Shaani was messing about with Budgie again. Xoota flattened her ears and ignored it. She changed clothes, swapping one stained singlet for another, ready to armour up and hit the road. Shaani bustled by with her blankets and parasol, and looked at the quoll's midriff in delight.

"Oh—that's so cute!

"What?" Xoota looked down at herself and covered up. "Quit looking at my pouch!"

"Sorry! But the marsupial thing is fascinating!" Shaani made a closer inspection. "So technically I guess you'd have three breasts?"

"No - technically I have two breasts and a pouch." The quoll jammed her shirt as far down as it could reach. "Could we forgo the reproductive curiosity?"

"All in the name of science, old horse! To the enquiring mind shall come the treasures of wisdom!"

Xoota muttered a curse, threw on her armour—making sure it covered her damned midriff—then buckled on her knives, her mace, her binoculars, and a quiver of crossbow bolts.

Dressed in a red-and-white bobble hat, her pocket-smothered shorts, and a neat new singlet, Shaani trundled her bicycle over onto the hard sand and mounted up. She rang the bell, much to Budgie's delight. Xoota swung up into the saddle, took another sharp look around the horizon, then the two women moved off towards the south.

The shadows grew long and rich with orange light. In the evening, insects began to stir. Overhead, a few wisps of cloud streamed rose-pink into the west. The sands were hushed and quiet; it was the desert at it best. Xoota heaved a sigh, glad to just be riding through the quiet of the day.

Shaani kept pace with the giant budgerigar, cycling along happily, taking in the view. The white rat drew in a breath of sheer delight. Then—inevitably—she began to chat.

"Aaah—marvellous! So good to get out and do real field research at last!"

Xoota glanced down at the slender white rat.

"I'm not sure you're suited to it."

"Of course I am! It's in the blood—in the soul! We were the first mutants, you see! Rats—made into the partners of mankind!"

Xoota raised one antenna.

"Really?"

"Really!" Shaani warmed to her subject. "We are the very embodiment of science."

"Is that good?"

"Of course it's good. It's pure! It's noble!" Shaani waved one hand in enthusiasm, almost steering into a rock. "Science is liberty. The breath of freedom! The noble reach of minds seeking to make a better world."

"I'm fairly certain that dried-up seas, mutant porcupine plants, and killer sand sharks have not made this place a better world."

"Aaah—but that was not because of science! That was cruel fate! It is up to science to make us a safe home in these new lands—to open countless horizons!"

Xoota sucked on a fang. "And you'll be orchestrating this, because you're some sort of hereditary genius? . . ."

"Evolved! Evolved as a helpmate—as a partner!" Shaani looked eagerly up at the quoll. "You see, once upon a time, long before the great disaster, a perfect union was formed. Humans and laboratory rats worked hand in hand to try and further the benefits of science. Both races working together! Humanity created the laboratory rats to be beings of science—to help both species onward to a better future!

"Then came the Great Disaster! The humans have gone—so now the noble task falls upon we, their partners. Lab rats—left here to carry on the noble tradition. To learn, to research—to benefit and heal the world!"

They had drawn to a halt on a low rise of sandstone. Shaani excitedly fished into her pockets for a small metal case—her spare glasses. Kept lovingly inside the case was an ancient, yellowed piece of newspaper. She unfolded it carefully—so carefully. With reverent hands, she folded the paper flat, looking at it with love.

"I found this when I was a nestling. In an ancient archive."

Xoota had no idea how to read. "What does it say?"

The rat girl gently stroked the ancient headline.

"Laboratory rats give final proof: cure for ovarian cancer found!"

Shaani's eyes looked from a perfect past, into a glorious new tomorrow.

"A partnership. Humans and rats—one family, researching together, side by side. Trying to make a better world."

They rode along together in silence. Xoota heaved a sigh and kept her thoughts to herself.

They moved steadily down the old, ruined road, carefully watching the world around them. Here and there, big luminous bugs perched in the scrub, stretching their wings. Small creatures were on the loose—"speedy-snails" and geckos. There would be other things moving about as well. There was a huge full moon, the light was excellent—predators and scavengers would all be out and on the job.

The broken wooden poles beside the road gave way to a row of tall, spindly pylons, each one topped by an ancient street light. There were some hummocks in the dirt nearby—possibly an entire string of old houses covered over by sand. Alternatively, it might actually be sand. Shaani stood up on her pedals and looked over the site with glee, her hat with two red bobbles gleaming absurdly in the dark.

"Excellent! You know, I have a feeling those might be buildings!"

"Just hang back." Xoota tested the night breeze. There was a faint scent of moisture, and a weird tingle of danger. She looked for a way to circle downwind of the ruins unseen. "Lots of things like ruins. You have to approach these places cautiously."

"Oh—whacko!" The rat was not really listening. "Never fear! I'll be the soul of caution!"

Xoota turned to carefully examine the local desert. By the time she turned around, Shaani was already pedalling off towards the sand mounds. Xoota cursed, kicked Budgie into a canter, and raced to cut the girl off.

"Hey!"

Budgie suddenly came to a halt, absolutely refusing to step any closer to the ruins. At least someone had some sense! Xoota planted her fists on her hips and glowered at the rat.

"Now look! I am the wilderness expert—you are the . . . the technical dude. You do not approach ruins unless they have been personally cleared as safe by my say so!"

Shaani looked a little chagrined.

"Oh—yes yes yes. If you say so."

"Right!" Xoota dismounted. She slung her shield across her back, took her crossbow in her arms and loaded it. "So we do this properly—skilled and aware! You stay right there until I give you an 'all clear'. Do you understand?"

The rat rolled her eyes. "I understand."

"Fantastic." With mace, knives, shield, crossbow, and armour, Xoota turned and headed towards the ruins.

The ground instantly fell out beneath her feet.

Something had cast an illusion across an expanse of sand. What had looked like flat sand was actually a deep conical pit with sides made from cascading, slippery dust. Xoota lost her crossbow. She fell slipping down the slope. One brief glimpse at the bottom of the pit showed a huge pair of insect mandibles jutting up from beneath the ground, clashing hungrily as their dinner slid towards them. Xoota yanked out her two knives and jammed them into the dirt, frenziedly trying to claw her way back to the top of the pit.

"Help me!"

From a few meters away from the pit, Shaani called out uncertainly.

"Is that an 'all clear'?"

"No—that's a 'help me'!" Xoota scrabbled for purchase on the shifting sand. Below her, massive mandibles scissored at the bottom of the pit. The giant ant-lion larvae made a delighted growling sound, anticipating quoll for dinner! Xoota desperately tried to climb. "Get me out! There's a bug in here!"

Shaani poked her head over the edge of the pit. She looked at the huge carnivorous insect ravening away at the bottom of the pit, sucked her incisors in thought and then disappeared. Xoota bellowed for her again, only to see a little fizzing firefly go whirling through the air above her, trailing sparks. It landed at the bottom of the pit.

Pipe bomb!

Xoota tried to hunch beneath the shield across her back. Moments later, there was an immense boom. The ground bucked, and a giant's boot slammed hard against Xoota's back. Debris crashed off her shield, one chunk of something moist and ghastly hit the back of her head. The breath was knocked clean out of her.

A cascade of bug juice came gooshing down all over her. Xoota blinked, seeing stars—sliding slowly down the sides of the pit and covered with bug innards. Her ears were ringing—she couldn't move. Muffled by an awful ringing noise, Shaani's voice sounded from above.

"How was that?"

"That's good—thanks . . ." Dazed, Xoota slumped at the bottom of the pit. "Perfect."

The ant lion larva was missing its head and a large chunk of its fore-quarters. The rest of it was twitching in an appalling lack of sympathy for Xoota's condition. The quoll girl's head spun. She tried to move her toes.

"Shaani? I can't move!"

"Ah—that's shock. Sorry. I used the bomb that had no casing—you know, no nails and chains and scrap metal? But it has a bigger bang."

"What the hell is this stuff all over me?"

"Juice!"

"Juice? What do you mean juice?"

"Juice!" The rat seemed happy to explain. "Technically, the liquid part of a vegetable, fruit or insect. Which is why I normally only drink tea!"

Xoota's stomach jerked.

"I think I'm going to be sick."

"That might be good! You could gum the sides of the pit together and climb out."

"You're not helping." Xoota swallowed hard—the stench of bug guts was utterly nauseating. Normally she didn't mind eating insects, but the insides of this one smelled like dead dingo's rectum. "Get-me-out!"

A rope sailed down into the pit—newly plaited from tent cords. It flopped onto the ground beside Xoota. Shaani called down happily from above.

"Right! Grab on!"

"What part of 'I can't move' just refused to sink into your synapses?"

"Sorry! I wasn't sure whether it was just a turn of phrase." From the edge of the pit up above, Shaani adjusted her spectacles. "Hmmm—I could make a loop. A lariat! I might be able to snag you."

"I don't thing looping a noose around my neck is a great way to get me free."

"Ah—point taken, point taken." Shaani cast around, and then suddenly seemed pleased. "Here we go! Just wait here. I'll just nip off and get help."

The rat disappeared. Xoota lay and stared at the stars, then frowned.

"What help?"

There was no answer.

"Rat girl? What help?"

They were in the middle of an empty desert! Passing philanthropists were going to be few and far between. Xoota was clearly the one stable creature adrift in an ocean of total morons!

Somewhere behind her, the ant lion larva's body thrashed and jerked. It seemed to be going on and on—there was no actual sign of it dying. Xoota began to feel a nasty, crawling suspicion filter from her antennae down to her shoes.

"Is that thing regenerating?" She strained to hear if anyone was paying her the least attention. "Hello? Anybody? Listen—I think that giant bug is growing back its head!"

There was a sudden bustle of motion at the top of the pit. Xoota felt a huge surge of relief. She relaxed back—rescue at last!

A swarm of earwigs, each the size of a well-fed mouse, came running up over her toes. Several dozen of them perched on her chest and waved their feelers.

"Hi!"

The creatures spoke all at once, in a high, soft squeaky voice. Xoota froze.

Oh kack—they were going to eat her brain!

"Shaani!"

"Wheee!" Earwigs moved in a group, grabbing the end of the rope. "Helping! I and I helping!" The bugs seemed pleased. "Very good help!"

"Shaani!"

Xoota's terror seemed to trigger off the bugs. They recoiled away from her, scrambling at the sides of the pit, wailing and covering their eyes with their front feet. Shaani the rat poked her head over the side of the pit, out of breath from having run across the sand.

"Oh good! They're here!"

"What—you brought these?" Xoota was paralysed! She could hear the forceps on the earwig's backsides clashing like knives! "They're going to eat me!"

"Oh tush! Don't be such a baby. This is a very helpful local resident I found over at the ruins. They want to help."

"How do you know that?"

"They told me!"

"Well of course they told you that!" Xoota's skin crawled. "What the hell makes you sit up there and think it's true?"

"What—just because people come from a post-apocalyptic radiation desert, they can't be nice?" Shaani tied her end of the rope to Budgie's saddle. "Now do hold still! We'll have you out in a mo'!"

Bugs came running over to try and tie the end of the rope about Xoota's left foot. They scampered all over her legs. Xoota's fur stood on end. The bugs immediately began to squeal and churn about. They crowded away from Xoota in revulsion.

Shaani gave an irritated sigh. She planted her fists on her hips and glowered down from the rim of the pit.

"Well now you've upset them!" Shaani tapped her foot. "We really must work on those people skills of yours. Folk will start to think you truly don't like them!"

"I don't like them!"

"Shush!" Shaani bent down to talk to the tail end of the stream of brown earwigs. "I do apologise, my dears. She's a tad distraught. Let's heft her out, and we can all have a spot of tea."

Invigorated by Shaani, the earwigs tromped down in a determined procession. Some clambered up onto Xoota's chest to oversee the operation, while others dragged the rope and tied it about her boot. Xoota glowered at the things.

One of the earwigs actually seemed to blow a raspberry at her. It turned its back and clashed its pincers. Xoota gave a sniff.

Fine—be like that!

The earwigs tugged the knot tight. A chorus of them called and waved to Shaani. The rat girl looked down into the pit, then signalled Budgie to back away.

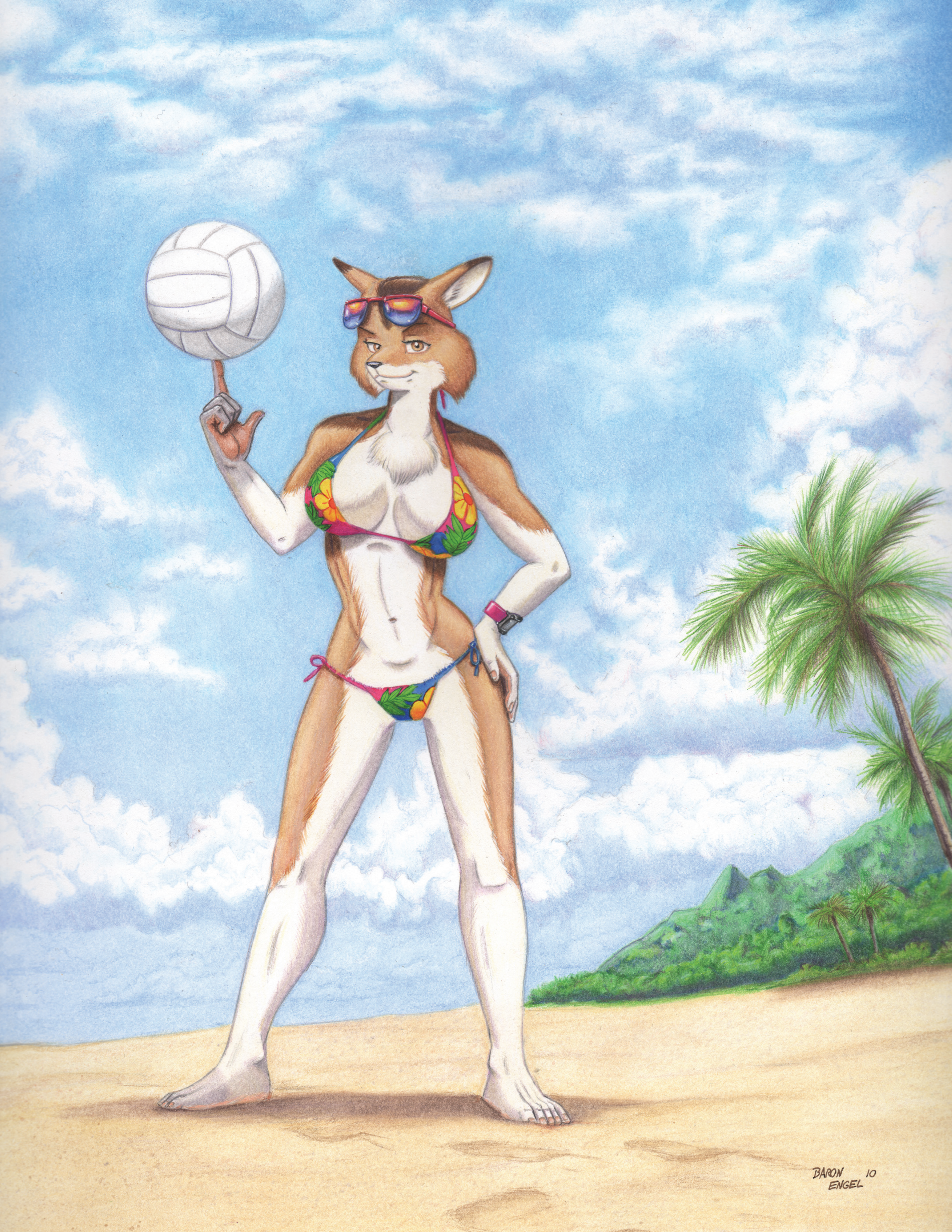
"Up we come! Haul away!"

The rope tightened and creaked. Upside down and damned annoyed, Xoota was dragged up the side of the pit. She tried to blow back the sand that tried to cascade up her nose—too much of it found its way up her trouser legs. Attended by a swarm of busy bugs, she was finally hauled up onto the surface. She lay there and glowered over at Budgie, who tried to look innocent.

"You and I need to have a little talk about this trap-finding ability of yours."

The bird looked at her blankly. "Who's a pretty boy then?"

"Right. . . ." ✺


BARON ENGEL 10

Thanks for five awesome years!
Here's to the next five!
BUNNYWAREZ
made with love in oakland, ca

Photo by Dave Le

You were there when we had the **Blues***...*

You were there when we celebrated our **10th Anniversary***...*

You went to **North to Alaska** *with us...*

You got sea sick with us as we roamed the **High Seas***...*

You ate too much cotton candy at the **County Fair** *with us...*

And we want you to join us on our next adventure!

Featuring:

- Rick Griffin of Housepets
- Thornwolf

MFF

midwest furfest

November 18-20 • 2011

Chicago, Illinois @ Hyatt Regency O'Hare

Get the latest news and information at:

www.furfest.org

THE M-1 DOES MY TALKING!

FREE LODGING
WITH
PRE REGISTRATION

6 TO 8 FREE MEALS

FIRING RANGE

WILD NIGHTS

APRIL 21ST - 25TH 2011
ROBBER'S CAVE STATE PARK
NEAR WILBURTON, OKLAHOMA

COME JOIN
IN THE FUN

THEME
"BOOT CAMP -
BASIC TRAINING"

GO TO
WILDNIGHTS.ORG

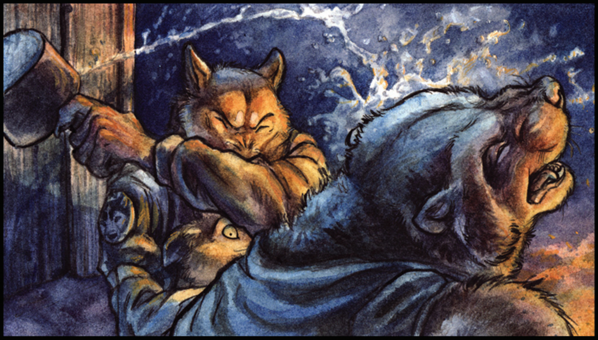
FOUR GOH!
MAX DE GROOT (PARODY SINGER)
ERIS (ARTIST & FURSUIT MAKER)
PACER FOX (MASCOT PERFORER)
KWAZ THE DRUMMING RACCOON
(MUSICIAN)

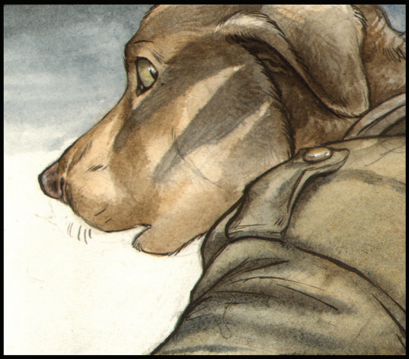
TALK TO YOUR RECRUITER
THE FURRY FANDOM FORCES NEED
you NOW!

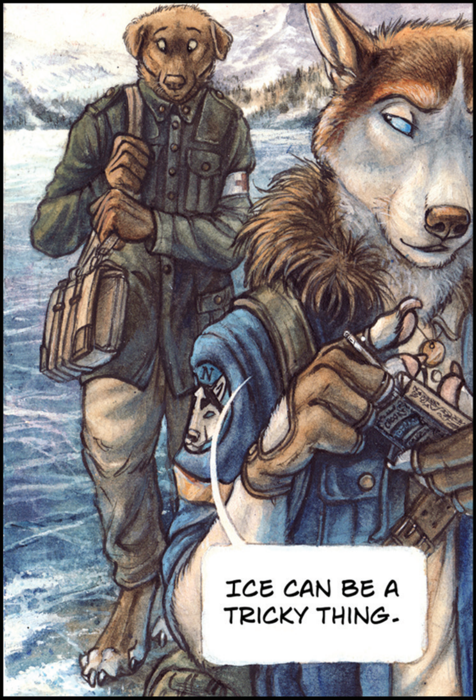
ACROSS THIN ICE

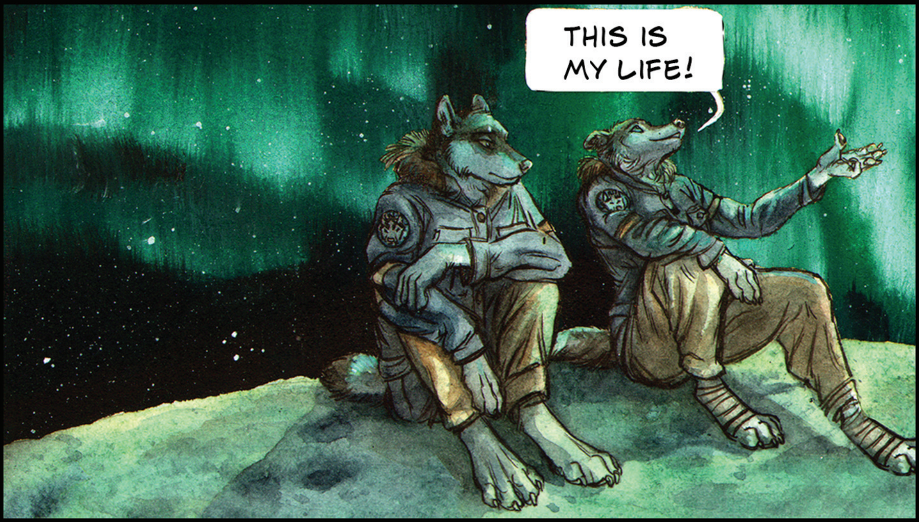
A NEW GRAPHIC NOVEL BY BLOTCH

PI AND HER TEAM OF SLED DOGS STRIKE OUT NORTHWARDS ON A DANGEROUS RESCUE MISSION. BANDITS, THIN ICE, AND INCLEMENT WEATHER THEY CAN HANDLE. IT'S WHAT THEY DON'T KNOW ABOUT THEIR MISSION THAT CAN KILL THEM...





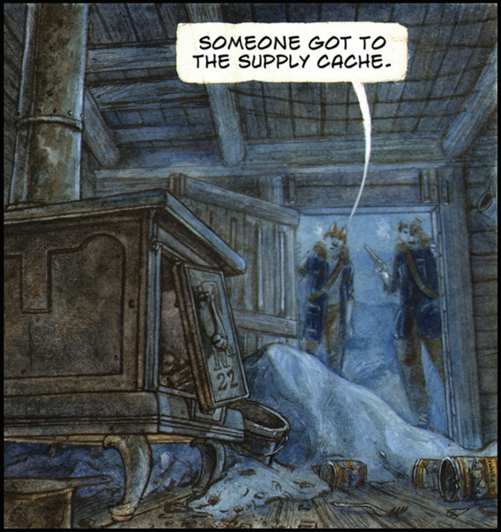

ICE CAN BE A TRICKY THING.


THIS IS MY LIFE!

WWW.NORDGUARD.COM

ACROSS THIN ICE IS A FULL-COLOR PAINTED GRAPHIC NOVEL ADVENTURE BY THE BLOTCH DUO.

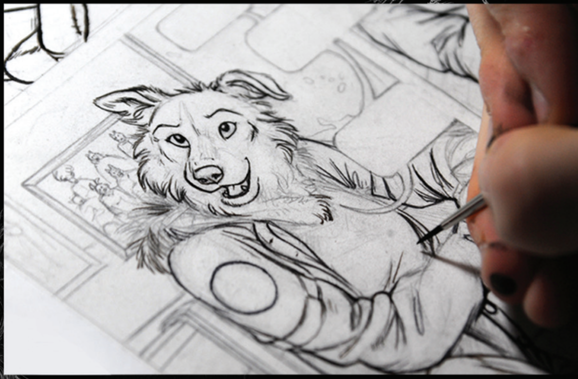
THE FIRST OF THREE BOOKS IN THE NORDGUARD SEIRES, ACROSS THIN ICE WILL BE RELEASED IN 2011 BY SOFAWOLF PRESS.

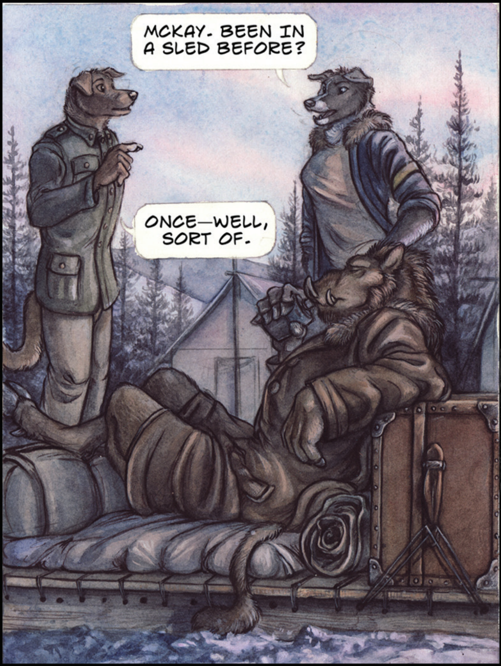

SOMEONE GOT TO THE SUPPLY CACHE.

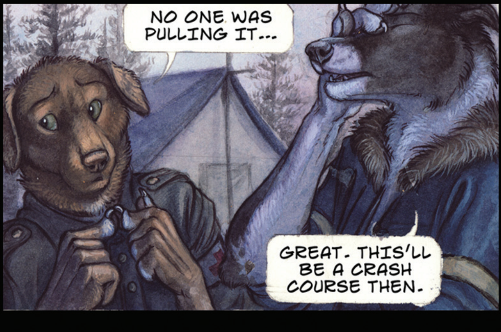
SET IN EASTERN CANADA AT THE TURN OF THE 20TH CENTURY, THE DOG TEAM MOVES QUICKLY TO RESPOND TO A DISTRESS CALL. SETTING OUT INTO THE ARCTIC WASTES, THEY FIND THEMSELVES IN TOW OF AN ORNERY MILITARY OFFICER AND A GREEN FIELD MEDIC WHO'S NEVER BEEN NORTH. HEADED TOWARDS DEEPER TROUBLE THAN THEY EVER IMAGINED, PI'S GOOD LUCK BETTER HOLD OUT, OR ELSE HER TEAM WILL PAY THE PRICE.

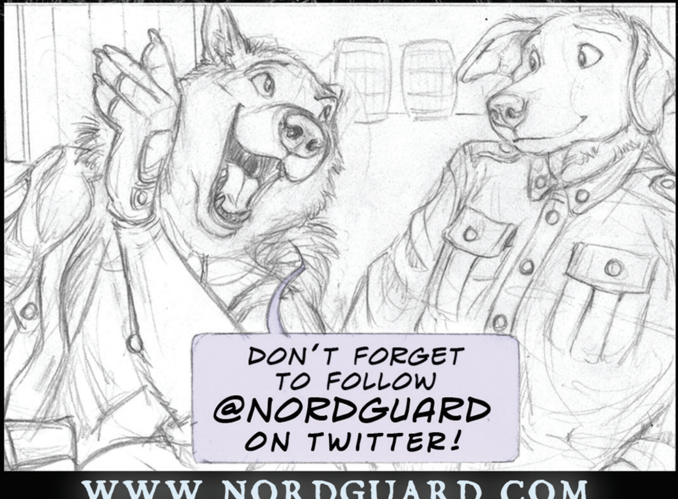
NORDGUARD.BLOGSPOT.COM

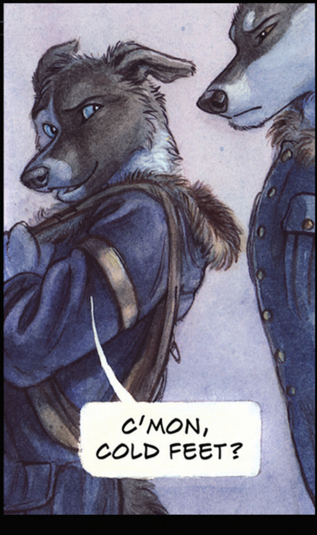
CHECK OUT THE NORDGUARD DEVELEOPEMENT BLOG FOR MORE FINISHED AND IN PROGRESS PAGES, CONCEPT ART AND UPDATES ABOUT THE GRAPHIC NOVELS!



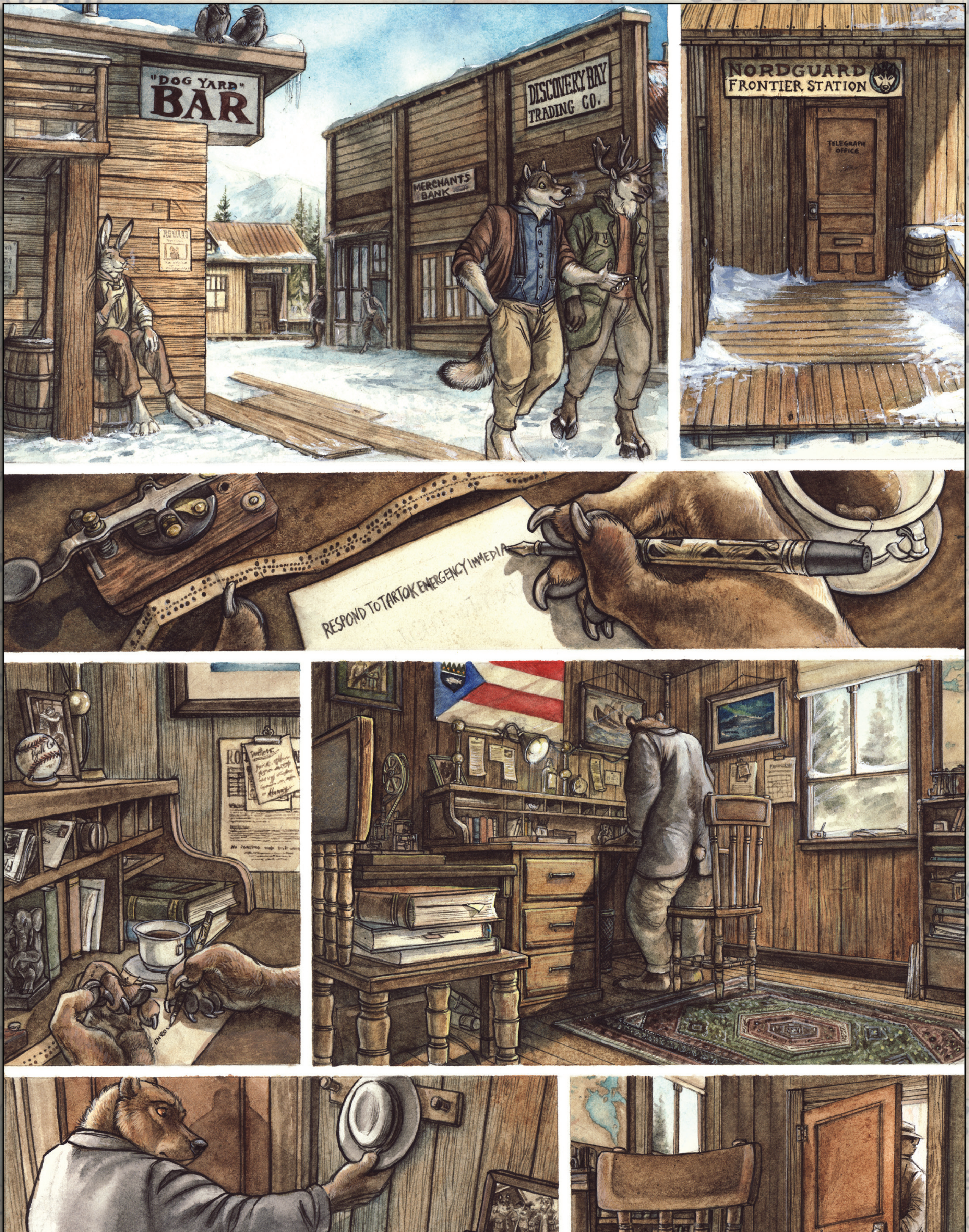

MCKAY. BEEN IN A SLED BEFORE?
ONCE—WELL, SORT OF.

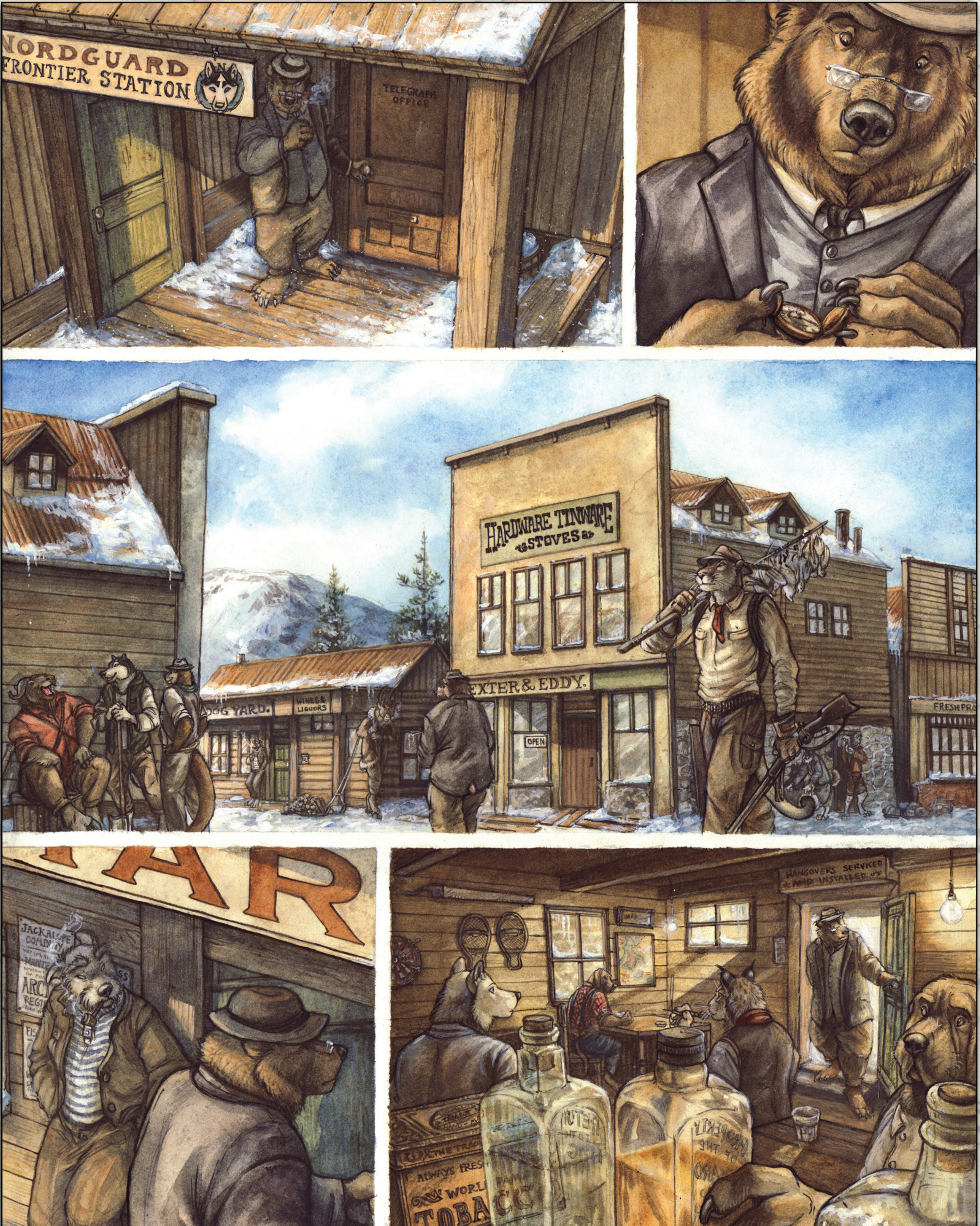

NO ONE WAS PULLING IT...
GREAT. THIS'LL BE A CRASH COURSE THEN.

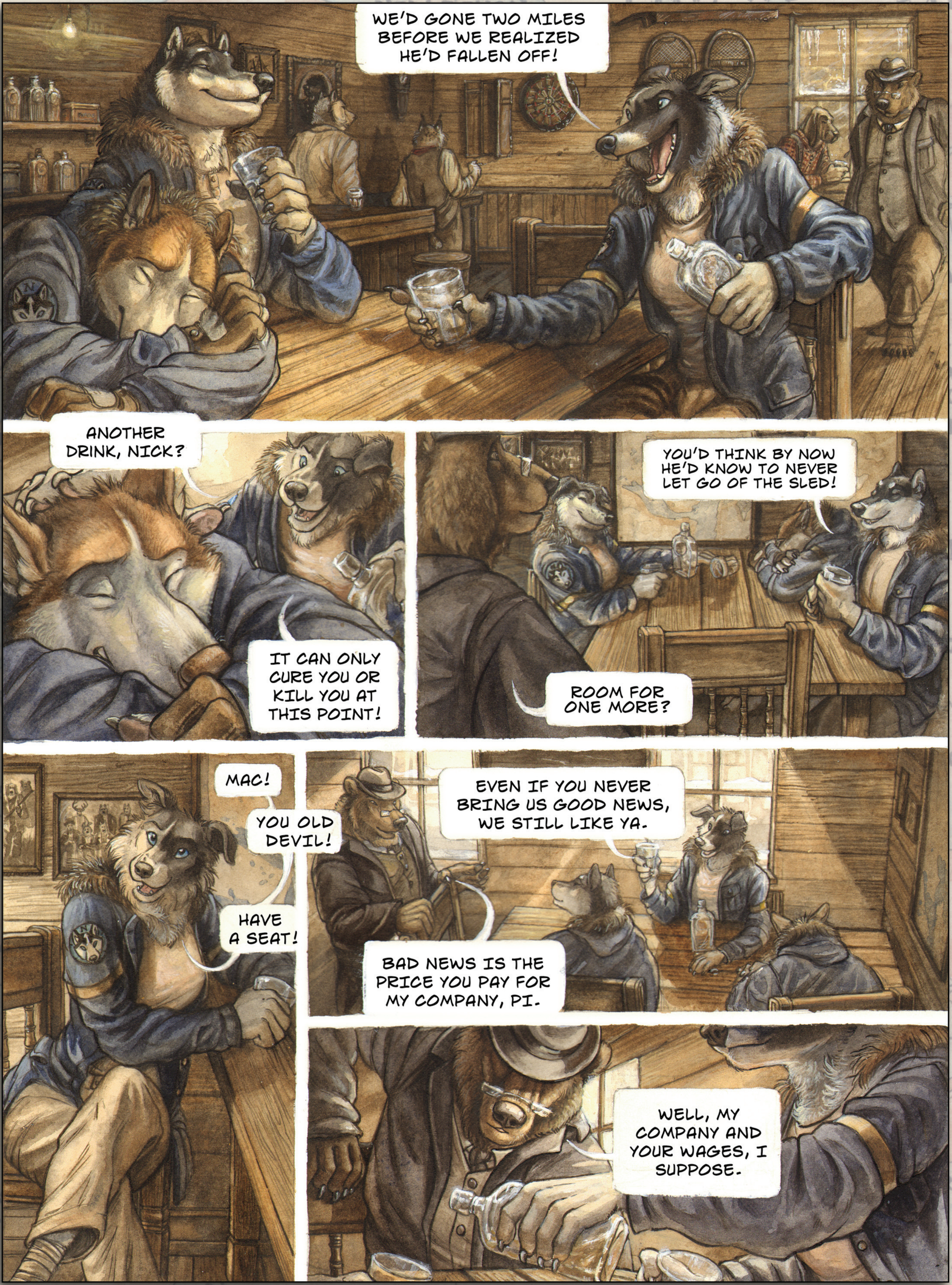

DON'T FORGET TO FOLLOW @NORDGUARD ON TWITTER!

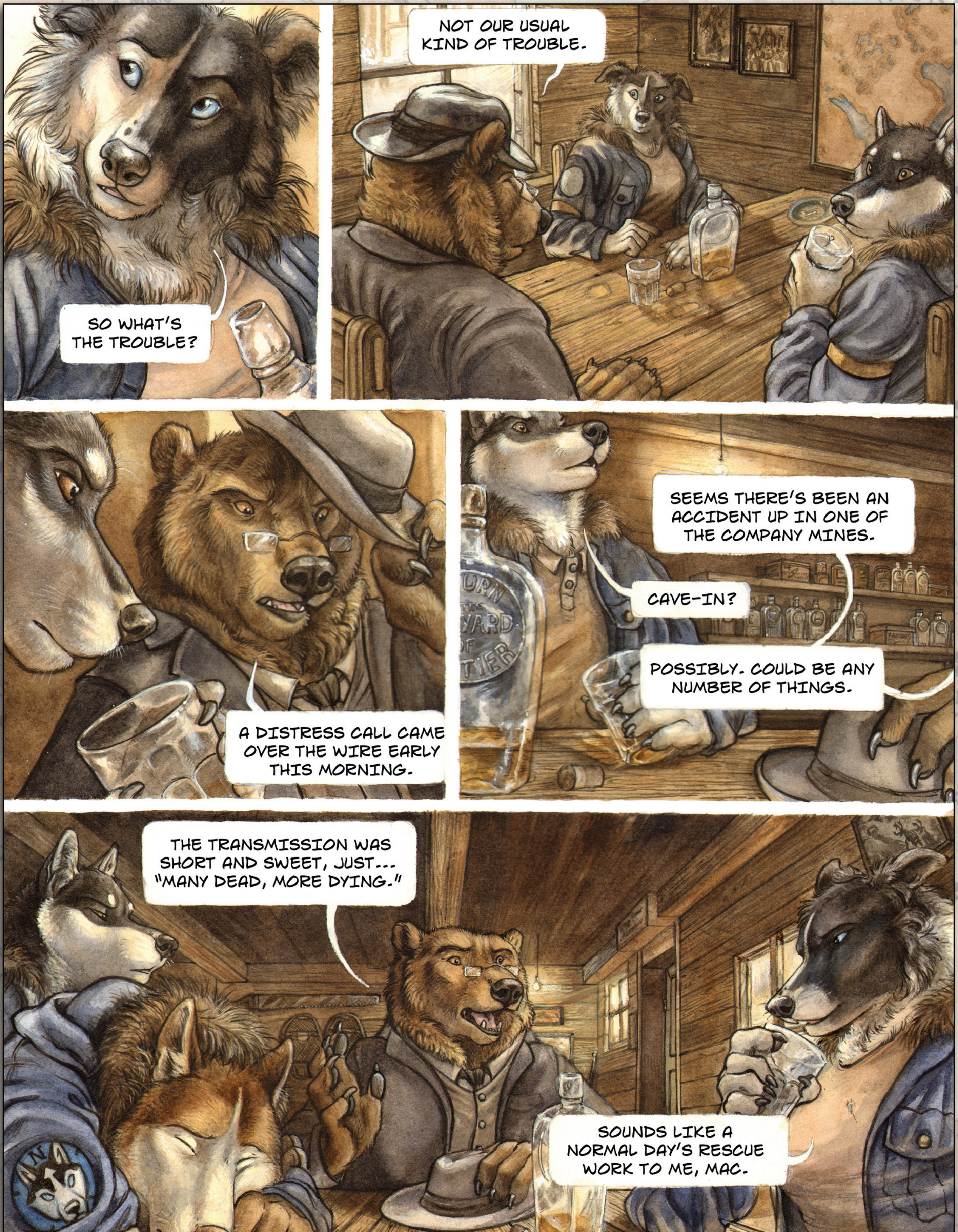

C'MON, COLD FEET?

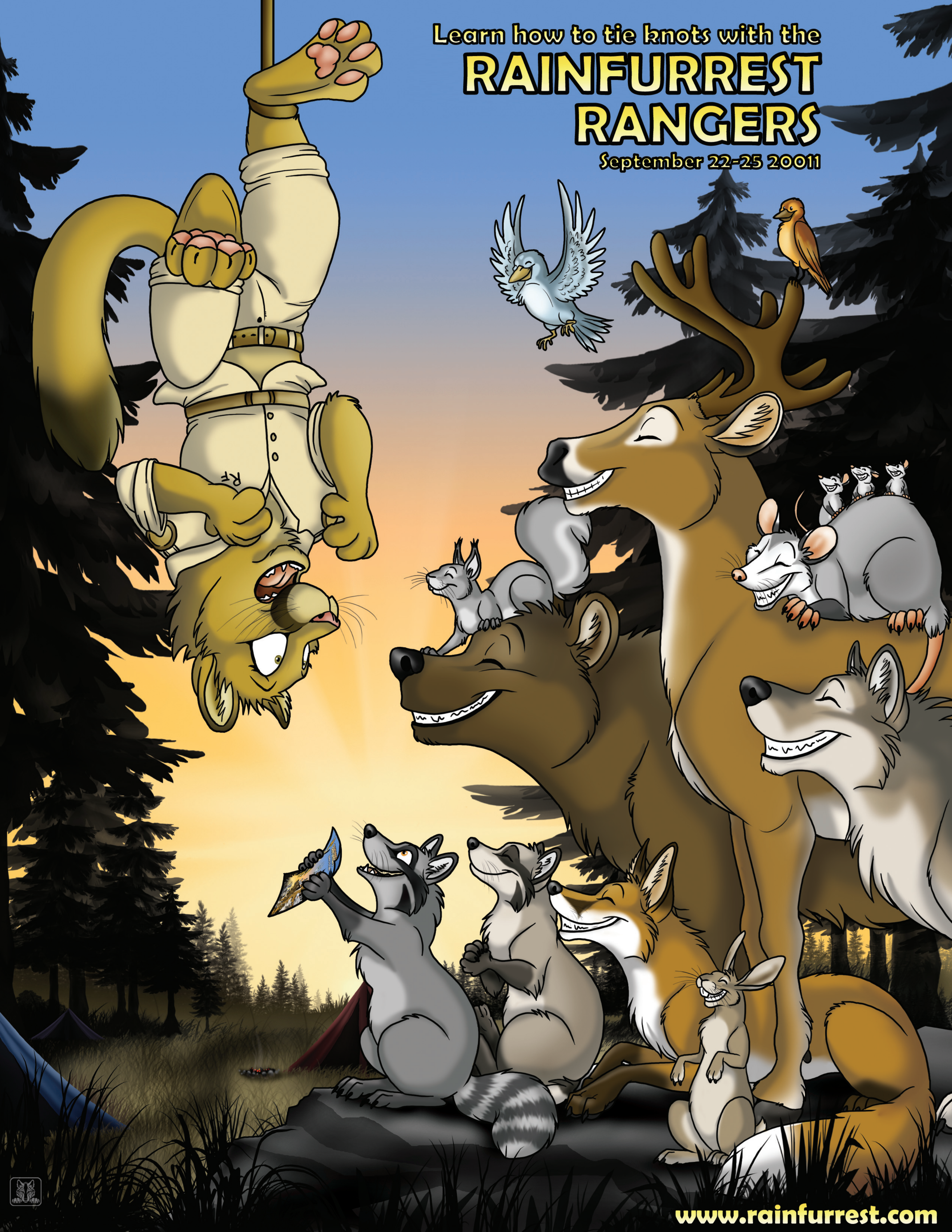
WWW.NORDGUARD.COM


"DOG YARD" BAR
REWARD
DISCOVERY BAY TRADING CO.
MERCHANTS BANK
NORDGUARD FRONTIER STATION
TELEGRAPH OFFICE
RESPOND TO TARTOK EMERGENCY IMMEDIA
ENRO
ENROUTE FROM BIRDHILL
IMPERTIVE MISSION SUCCEEDS
DESPITE ALL COSTS


NORDGUARD
FRONTIER STATION
TELEGRAPH OFFICE
HARDWARE TINWARE
STOVES
EXTER & EDDY.
DOG YARD.
WINES & LIQUORS
OPEN
FRESH PRO
AR
JACKALOPE COMPANY
WANTED
ARC
REGI
HANGOVERS SERVICED AND INSTALLED
ALWAYS FRESH
WORLD
TOBACC
PROPERTY OF THE

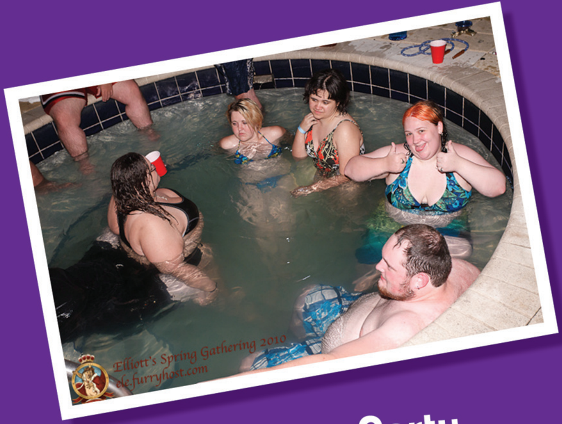

WE'D GONE TWO MILES BEFORE WE REALIZED HE'D FALLEN OFF!
ANOTHER DRINK, NICK?
IT CAN ONLY CURE YOU OR KILL YOU AT THIS POINT!
YOU'D THINK BY NOW HE'D KNOW TO NEVER LET GO OF THE SLED!
ROOM FOR ONE MORE?
MAC!
YOU OLD DEVIL!
HAVE A SEAT!
EVEN IF YOU NEVER BRING US GOOD NEWS, WE STILL LIKE YA.
BAD NEWS IS THE PRICE YOU PAY FOR MY COMPANY, PI.
WELL, MY COMPANY AND YOUR WAGES, I SUPPOSE.


SO WHAT'S THE TROUBLE?
NOT OUR USUAL KIND OF TROUBLE.
A DISTRESS CALL CAME OVER THE WIRE EARLY THIS MORNING.
SEEMS THERE'S BEEN AN ACCIDENT UP IN ONE OF THE COMPANY MINES.
CAVE-IN?
POSSIBLY. COULD BE ANY NUMBER OF THINGS.
THE TRANSMISSION WAS SHORT AND SWEET, JUST... "MANY DEAD, MORE DYING."
SOUNDS LIKE A NORMAL DAY'S RESCUE WORK TO ME, MAC.


Learn how to tie knots with the
RAINFURREST
RANGERS
September 22-25 20011
RF
www.rainfurrest.com

Elliott's Spring Gathering 2011

His Majesty, King Elliott Ingonyama the First, cordially invites you to attend His 5th Annual Royal Festival, featuring a wide variety of activities and events, all free to all registered members, including these and more:


Elliott's Spring Gathering 2010
ele.furryhost.com

Video Game Tournament

Sponsored by Gearbox Software!
Prizes and details to be announced.

Friday Night Surprise Event

Past events have included live musical concerts, a special film premiere (*Shrek Forever*), and a live performance of *Avenue Q* with the Broadway cast!

Pool and Dance Party

Swimming, dancing, music, snacks, and karaoke!

Elliott's Spring Gathering 2010
ele.furryhost.com

Radisson Resort Worldgate (near Disney World)
3100 Maingate Lane, Kissimmee, FL 34747 • 1-800-395-7046
Starts Friday, 20 May, 2011 10AM EST
Ends Sunday, 22 May, 2011 9PM EST

Three day registration $20 paid in advance
Includes $10 Artist Coupon and $5 donation to Busch Wildlife Foundation

Saturday Hands-On Seminars

Including the Fursuit Head Construction Clinic (with all materials provided) and other panels hosted by well-known fursuit creators and artists!

Elliott's Spring Gathering 2010
ele.furryhost.com

Busch Wildlife Foundation Session

Your chance to meet some real animals!

Artist's Den

Meet some of your favorite artists, and spend your $10 Artist Coupon included with your membership!

Sunday Morning Breakfast

What more can we say?

Elliott's Spring Gathering 2010
ele.furryhost.com

Elliott's Spring Gathering 2010
ele.furryhost.com

Sunday Signature Wet 'n Wild Adventure

A private party at Orlando's premiere water park, including a full dinner buffet and two hours of private time in the park exclusively for Elliott's guests!

ELLIOTT'S SPRING
2011
gathering
E

For More Information: http://ElliottsLiveEvents.org

Further Confusion

Patrons FC 2010

James Augur	Kagur
John R. Barberio	Lamar
Christopher Bochna	Orzel
Christopher Clarke	TigerBlack
Chris Cogdon	Ch'marr
Anna DeChant	Truro the Lost
William Di Fazio	Trigger Happy Squirrel
Jerome Dunham	Royce
Romano Eberwein	Shyboar
Tony Ferro	
Rodney B. Graff	Scorch
Al Jones	Jedders
Jennifer Lang	Gwen
Ryan Linn	Zaos
James Mayer	Arc
Zak Nilsson	Xaqtly
Sarah Nordstrom	Saelyc
Todd Noyes	Wild Wolf
Richard Penner	RichardPenner
Russ Robinson	Kae
Michael Sawyer	Aetobatus
Michael Setzer	Baar Bear
John Stanley	Jasper Rosewood
Spencer Tracy	SparkDog

Patrons FC 2011

Be sure to pick up your thank-you gifts at the Con Store, inside the Dealers' Room!

Chris Cogden	Ch'Marr
Keith Henrickson	Flipper
	Cheetah
	CheetahSpottedBoy
	FoxFurry
John Stanley	Jasper Rosewood
Paul McNutt	Pokey
	Orzel
RichardPenner	
	Kagur
Michael Sawyer	Aetobatus
	Saelyc
	Cat Strich
Jennifer Lang	Gwen
	Royce
	Growly
	Ba'ar
	Fleet
Timothy Fox	Kiesteel
Lt Col Norman M. Fabian	Lordgriffen
	idylwild
Tomas Rodriguez Jr	Reveille D'Giovanetti
	Kithrak
Michael Hart	SkittyOnWailord
Tony Barrett	Dogbomb
	Sandoz The Megatherium

Sponsors FC 2010

Jared Allen	Xiuv
David Aronsohn	theBunnyMa(chin(e
Dan Ball Jr.	DBJ
Judyt Bardales	Lumired Warewuff
Tony Barrett	dogbomb
Christopher Bartlett	Fleet
Gary L. Bell	WalksFar
Philip Bell	Ikari Yalter
Tobias Braun	Balu Blackcat
Jason Brose	Roofae Macropus
Carson Buckley	Netolu Shadowlin
Marcos Castaneda	Dances With Death
Jimmy Chin	Yippee
Peter Cottrell	Jackers
David Andrew Cowan	Andrew
David De Riemacker	Expandranon
Geoff Dean-Turner	FoxFurry
Christopher Every	Slava-Wolf
Mac Freeman	Aeorro
Robert Kyle Griswold	Drathek
TJ Hill	TJFoxx
Tim Holland	Bix
Bryant Hoover	Drex
David Howard	Draconis Blackflame
Klaus-Peter Jacobs	KayJay
Kurt Jarmuz	Fuzzy
Jason Joy	Lormyr Daviau
	Kyroraz
Andrew Knight	Tabbicus
Chris Kolina	Shutaro
Ian Kosuta	TDiWolf

Special thanks to

All of Our Brother and Sister Conventions
Club Rainbow Tiger
F.L.A.R.E
FurAffinity
King Elliott's Live Productions
Leopards, Etc.
Mussen's Audiovisual
Offworld Designs
PSPrint
Rabbit Valley Books
Radio Comics
Sofawolf Press
PowerON Services Inc. for eMac donations
San Jose Convention Bureau
The Staff of the Fairmont San Jose Hotel

PATRONS & SPONSORS

Dirk Lang	Lynard
Thomas J. Lefaivre	Fuzz
Maurice Mazzarella	Spiritwalker
Mike Meinecke	Eternally Cloudy
Jason Mills	Phyxis
Jesse Moe	Nikko
Kevin Morey	Charli Wolf
Andrew Mutchler	KT
Adam R. Nevarez	Gunner Scott
Jeff L. Norris	Fireline
Paul Osze	BoingDragon
Kevin Perepelecta	Pepe
John W. Pharr	
Joerg Reuter	o'wolf
Bruce Richman	
Kristopher Schmid	Goldfoxie
Mindy Sherwood	Idess
Sean Silva	duroc
Brian Simpson	NightEyes
Lisa Seelye	Lisas
Fletcher Smith	Sardan Shikami
Vincent Tannahill	Twig Mouse
Sidkai Tavares	Siddy
Sven Tegethoff	Cheetah
Brian Thomas	Cinnamon
Matthew Thomas	Indi Coyote
Dana Uehara	Razor
Mauricio Coronel Villalobos	Serra Belvoule
Gill Wichi	Brokken T-Wolf
Aaron Williams	Ryu Raccoon
Lonnie Wilson	Gray Coyote
Patricia York	Patty

SPONSORS FC 2011

Be sure to pick up your thank-you gifts at the Con Store, inside the Dealers' Room!

Mathew Garcia	Thunder_Roo
Darryl Klippenstein	FireGryph
	Pantera
	Mazin
Dimitri Viashinov	
	Roby
Joerg Reuter	o'wolf
	Kayjay
Gregor Hassler	Furvan
Jason Joy	Kyroraz
	Mystic Panther
	Dario Mouse
Terence Robert Burridge	Entei-rah
	Zerda Fox
	Shiro
	TJ Folf
Tim Holland	Bix
	Sardan Shikami
Matt Beswick	Nall
	Dances With Death
Matthew Quiring	Vishki Kindragon
	DaleFox
Basil Shepherd	
	Jackson
	Nikko
John-Paul Eads	Gintasa
Sharon L. Hom	
Jeff L. Norris	Fireline Coyote
Saul D. Frausto	Phoenix Audubon
	Macchi
	JD
Eric Kendall Goodwin	Sir Kain/Kendall
	Cinnamon
	Mistress Vixxxen
Jeff Brayshaw	WinkMartindale
Gary L. Bell	Sir Rennifer of Avancourt
	Raider/Sabre T. Tiger
Mark Lomas	Rallicat
	K
Larry Wise	Cmdr Kitsune
	Blu
M Newell	M Bunny
Carson Buckley	Netolu Shadowlin
Tobias Braun	Balu Blackcat
Charles A Brown	Fionacat
Dana Uehara	Razor
	Serra Belvoule
Sean Silva	Duroc
	Prismo Decatur/Tazel Sixpaws
	Stormdragonblue
	Rahne/Rajasthan Antoine
	Thipher
Anthony Wake	Diego Wolffox
Bill K Warsaw	DuskFox
David Howard	Draconis Blackflame
	Roofae Macropus
Bruce Richman	
	Jumell
	vaniki
J. Mateo Baker	Buck Hopper
	Shutaro Highwind
	Tsuki
	ROMA!
	STrRedWolf
	Xion Firewolf
	Ridger Wolf
	Palomino
	Pepe/Skunk-man
	Tarka
Terry Hardie	Keiko
	Mephis T. Keibin
	Eternally Cloudy
Paul Osze	BoingDragon

A LETTER FROM THE BOARD

G'DAY MATE! WELCOME to Further Confusion 2011: Southern Crossings.

We hope that you will all enjoy your stay at Further Confusion and the beautiful Fairmont Hotel or the historic Hotel Sainte Claire. We encourage all of our attendees to visit as much of the area as possible and to enjoy San Jose.

We hope that you will all feel that the crew of Further Confusion 2011 has put together a fun, informative and interesting convention for you.

A question we received this year was "How much does FC cost to run?" As was pointed out, FC is not cheap. Expenses went up about $10,000 from 2009 to 2010, to around $170,000. And remember, the con staff are all volunteers. All of that being said, FC is about the community at large. This has been true since the beginning, and will continue to be one of our guiding missions.

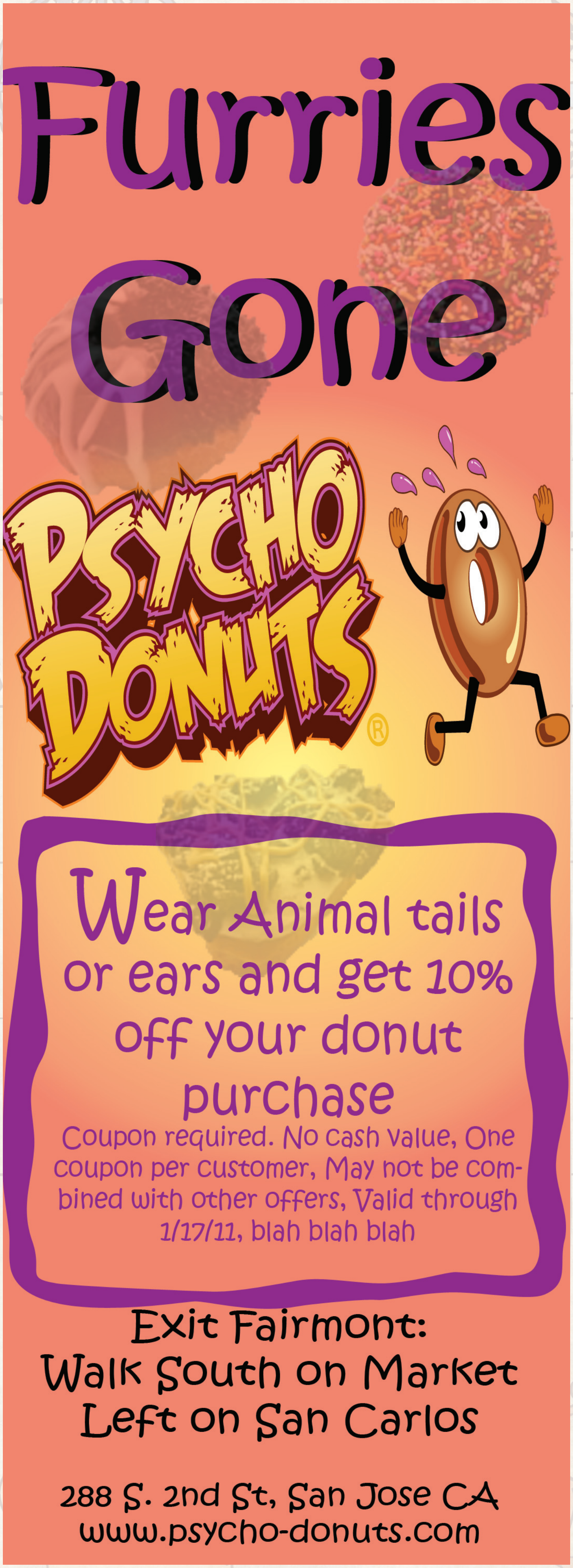
Further Confusion continues to grow, and with that growth comes change. In the near future, some changes are coming to the Anthropomorphic Arts and Education, Inc. Board of Directors. Some folks are wanting to take some time away, so the Board will be looking for replacements in the next year. We will be keeping the community informed as to our progress. If you ever want to come participate with us, the board meetings are always open to the public upon request. and reasonable notice. Check the AAE Web site for all these details.

We truly believe that this will be a great FC and there will be many more to come. ☼

Anthropomorphic Arts and Education, Inc.
Board of Directors
Laura "Squirrel" Cherry
Brent "Chip Unicorn" Edwards
Jeff "Tanan" Ferris
Leon "Mitra" Horne
Lee "Chairo" Strom

AAE Staff
David "Flint_Otterhall" Cooksey: Legal Affairs
Jeremy "Frysco" Doran: IT

http://www.anthroarts.org/


Furries Gone
PSYCHO DONUTS®

Wear Animal tails or ears and get 10% off your donut purchase
Coupon required. No cash value, One coupon per customer, May not be combined with other offers, Valid through 1/17/11, blah blah blah

Exit Fairmont:
Walk South on Market
Left on San Carlos

288 S. 2nd St, San Jose CA
www.psycho-donuts.com

MORPHICON

"Furries in Wonderland"

May 12-15, 2011

Holiday Inn Columbus-Worthington
7007 N. High St.
Worthington, OH 43085

RESERVE YOUR ROOM NOW

Call 614-436-0700 and ask for "Morphicon room block"

GOH'S

Flinters
&
Roxikat

www.morphicon.org

FAIRMONT HOTEL SAN JOSE, CALIFORNIA

BENDIG
BOOK
FC-2011
VICTORIA

Cover art by Blotch, copyright 2011